

INQUEST GAMER 58 JAPANESE POKÉMON SCENE TOP 10 COOLEST MAGIC CARDS SCI-FI SLUGFEST MAGIC LEAGUES IQ FAN AWARDS FEBRUARY 2000

57 PAGES
of **MAGIC!**

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PREVIEW CARD inside>>>

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COVER 2 OF 2 • FEBRUARY 2000

The Gaming Magazine • **58**

THE GREATEST SCI-FI CHARACTER EVER?



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THIS MONTH'S COVERS

Charizard, the second favorite pokémon after Pikachu and successor to Smeug, is all fired up about our coverage of Japan's new Pokémon cards on page 38. Meanwhile, Dorian Cleavenger's sea monster may spell doom for a staffer in our "Day of Reckoning" feature on page 50. But then again, nothing is for sure—except that someone will die horribly.

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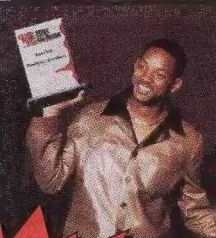
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By the IQ Gamer staff.

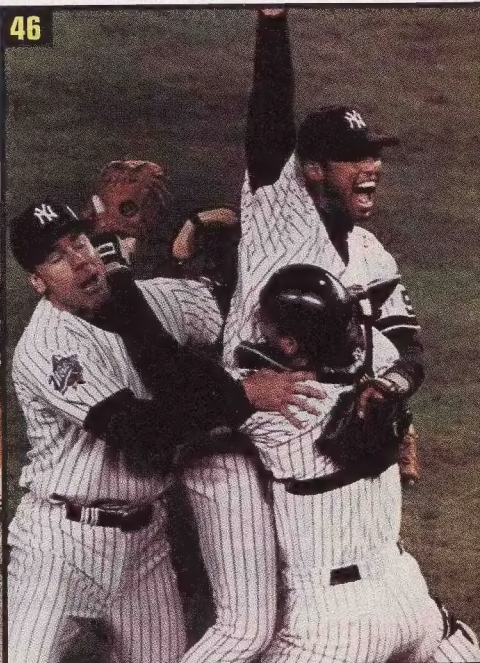
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**YOU
CHOOSE
THE
WINNERS!**

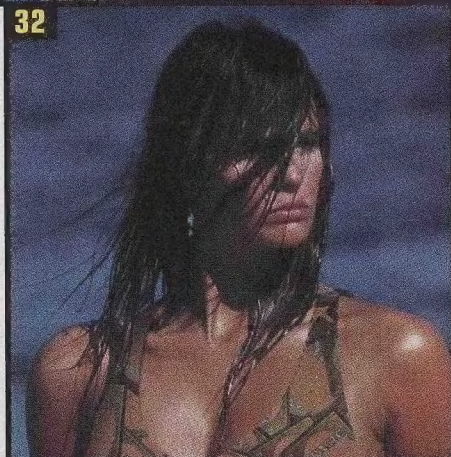
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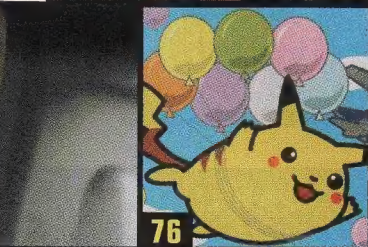
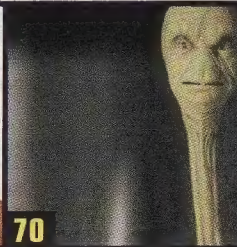
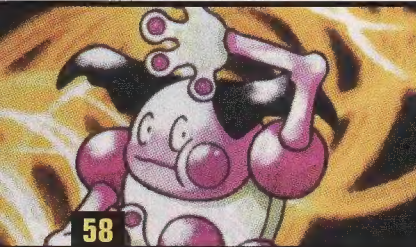


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DOUBLE DEALING



HOWLER New dogs with old tricks.

Skulking Fugitive. Wasn't Harrison Ford great as a convict on the run with Tommy Lee Jones on his tail? "The Fugitive" was

nonstop, pedal-to-the-metal action.

Verdict: Thumbs Up. What? I'm talking about the movie instead of the card? So what. It beats blabbering on about a Tar Pit Warrior knock-off that lasts about as long as a cat near a White Castle grill.

Fountain Of Cho. Shouldn't a "fountain" be an artifact? Not so with this storage-counter land that should be stored in your counter. Any land that takes me three turns to use equals garbage dump.

Verdict: Cho Mamma. I played my storage-counter lands in *Fallen Empires* as much as I fondle my box of leftover thallids. Wait a second... You know what I mean.

Moment Of Silence. This Festival look-alike forces a player to skip his combat phase. Granted, this might be useful for a turn and work like a glorified white Fog; however, odds are your opponent will clock you just as hard the following turn.

Verdict: Silence It Forever. If I wanted an awkward moment of silence, I'd ask that cute girl at Taco Bell for a date.

Missshapen Fiend. Name a black 1/1 that flies and costs two mana. A Bozo button and cardboard cookie to everyone who answered Bog Fiend!

Verdict: Yawn. Well, they got one thing right: There's a fiend at work somewhere.

Drake Hatchling. What's the difference between this and *Mirage's* Azimaet Drake? Answer: About three years.

Verdict: Guilty. Somebody should be hung. Or is that hanged? How about both?

Wild Jhoval. Aaaaaaahhhh! We didn't miss ya when you were Tor Giant or even before that, Hill Giant.

Verdict: Where's my Doomtownt deck?

Mike Searle
Cranky Ol' Editor

Something's fishy in *Magic*. And it's not just Fishliver Oil or Sand Squid. It could be that I've been working this job too long and lunch time has become a battleground for *déjà vu* hallucinations worse than a manic "Ally McBeal" episode. It could be, but I'm really hoping it's not.

The problem: I'm starting to mix up my *Magic* cards. With something like 4,227,980 cards out there, it seems new ideas are drying up faster than slugs in a salt-shaker. I'm all for recycling, but do we really need rehashed cards like:

Rampart Crawler. How low can you go? Apparently, low enough to remake the black, 1/1, "can't be blocked by walls" rat into a black, 1/1, "can't be blocked by walls" snake.

Verdict: Thumbs Down. Bog Rats came from *The Dark*. Nothing should be reprinted from *The Dark*. Well, maybe Uncle Istvan.

masthead

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WHAT WE GOT FOR THE HOLIDAYS A Juzam Djinn fruit cake and a renewal on our staff subscriptions to *InQuest Gamer*.

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Inquisition

TIGHT LEDERHOSEN... INDECENT EXPOSURE... BUTTWEASEL SIGHTINGS...

It's here. The year double zero. To mark this historic occasion I asked my closest friends to guest host this edition of Inquisition: Satan, Shakespeare and Albert Einstein... but they all turned me down. Satan said I had nothing he wanted. Einstein said I'm too stupid. Shakespeare said a bunch of crap I couldn't understand.

The only guest "star" I could get is Fluffy Bunny. So without further introduction, here is Fluffy Bunny, the bunny that can play Magic and drive a car—though preferably not at the same time. Hop to it, buck-toothed one.

Hi ya kids, I'm Fluffy Bunny, the bunny that can drive a car—and I know Magic.

POKÉFIRE

Take a second look at everybody's darling: the *Pokémon* CCG. You play creatures that beat the hell out of your opponents' monsters. You don't care about casting cost. The first to knock out six wins. Way cool, eh? Well, I don't want to scare you, but one other game has already done that. Think back... Where else did you have monsters for free and six victories equaled the first-place Moon Pie™. God save us, it was—gulp—*Spellfire*.

I think we are lost! Good luck to you and thanks for all the fish.

*Thomas Drechsel
Bayreuth, Germany*

I didn't send any fish. Sounds like Mr. Drechsel's lederhosen are on too tight—a common problem for Germans. But he brings up a serious point: Did WotC dupe us all by selling repackaged Spellfire? What do you think Fluffy?

I like German cars. I once drove a Volkswagon Rabbit. You should have seen me—a rabbit driving a Rabbit. Crashed it right into a tree. I'm not a good driver.

STEVE THE SPARTAN

I need your help! I've been searching far and wide for a specific RPG ever since I heard of its existence about a year ago. It's called *The End*. It's a game about the end of the world, Biblical apocalypse-style. Only, as far as I can tell, it's out of print, and nobody at any of the stores I've gone to can order it, or even find

mention of it, let alone ever heard of it. I know it exists. Can you help me track it down? I would be willing to compensate the finder with thousands of jelly beans and/or Goobers.

*Steve the Spartan
via e-mail*

Once, while driving a Ford Mustang, I hit a cow. How ironic, I thought. Me, Fluffy Bunny, hitting a moo-moo while driving a car named after a horsey. It made me feel sad.

Lay off the driving stories already furball, a gamer needs help here. I did some digging in our RPG vault and found a copy of "The End." It was published in 1995 by Scapegoat Games (1005 Dearborn Ave., Aurora, Illinois 60505) and featured a cover by Richard Kane-Ferguson of Dakkon Blackblade fame. It's long out of print by now. If you can't find a copy but want something in a similar vein, check out Hellspawn at www.hypercult.com.

You're welcome, Steve, and since I already work with enough Goobers, I'll take the jelly beans. I may even copy you and start calling myself "Tom the Trojan." On second thought, maybe not.

GIRL CATAPULT

You're wrong about birds not being able to crap on command ("Inquisition," IQG #53). Once I scared a little bird—I was a mean old b***h then—and it flew away. It zipped past me, and I felt a little

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: **I.Q. Pen Pals, % InQuest Gamer, 151 Wells Ave., Congers, NY 10920.**

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Kitty Letter

the **LETTER**
of the **MONTH**
as chosen by
COW NOSE,
the 50-pound cat

The world is taking a turn for the worse. Wizards of the Coast (WotC) is making expansions too fast. This will ruin the quality of *InQuest* by expanding the price and players guides to take up most of the room. The magazine will be forced to add extra pages and buy more hobbit snot. That means higher prices and more interns to blow the hobbit's noses.

This eventually drives *InQuest* out of business. Without an accurate price guide, first the card market, then the stock market, will crash. WotC might then dump more cards on the market, causing their prices to plummet and driving them out of business. Players will then spend big bucks on the remaining cards, which will become a status item.

Finally, people too broke to pay for utilities will be forced to burn *Magic* cards, without knowing their actual value. The first day of winter, millions of cards could be incinerated. The gases released from the burning cards cloud the earth, causing a nuclear winter-like effect.

All because WotC ruined a perfectly good game.

Sam Aites
Seneca, Penn.

Please note that the staff is always looking for interns who know their way around a hobbit's nose. Being a staff nose-blower is messy work but you never have to worry about going home with dry skin.

And remember, even though tough times may be ahead, there will always be Pokémon.

MORE LETTERS...

impact on my shoulder. Only later did I realize that I had a doo-doo bomb on my shirt collar that just barely missed my crap-allergic flesh. I've learned my lesson and carry around a slingshot and some spitwads made of chewed up *Rage* cards—mmm... minty—pretending I'm a Grapeshot Catapult.

Dera Five
via e-mail

Momma Bunny never gave me much advice, but she did say stay away from girls who pretend to be catapults. Grapeshot or otherwise.

TOO MUCH BABE

I have some feedback about the cover to recent issue #54, with the pirate babe. On the one hand, this continues *InQuest*'s tradition of covers depicting females that are related to gaming, yet very attractive. The pirate setting is neat, and the dragon-as-a-parrot is very cool. However, I think the "attractive" part is pushing it a little. I think you may have crossed the thin line of good taste. The female might as well not be wearing anything considering the way she is depicted, and I think that's pushing it when it comes to decency standards. It's not just me either, my brothers also found the cover tacky. My girlfriend, who also plays *Magic*, would certainly look on it critically.

Steven Noto
via e-mail

I think Steven's just whipped.

Yea. He's why we're doing all those Pokémon covers.

DEAD FLOPPER

A few days ago, my friends and I were playing a game of Emperor *Magic*. Then, the commander to my right entered a coughing fit and fell from his chair, dead. My opponents said that since he died, they could now attack me. I argued, however, that just because he died didn't mean the wizard he was playing died and that I, as his emperor, should be allowed to play for him as well as myself. The arguments got nastier, and in the end, we decided to call an

ambulance and quit the game, making it a draw. But now, I'm still wondering who was right? Perhaps you guys can find the answer somewhere.

N. van Hethof
via e-mail

Umm... It depends on whether he tapped his Force pool to generate an Imperial Favor on his bench.

That makes no sense. I thought you could play Magic!

I lied about that. But it's friggin' amazing that I can drive a car. Look at my legs for cryin' out-loud! Now, put that knife away.

YOUR MOMMA WAS A HAMSTER AND...

You better not make any more fun of hamsters or mine may just have to go bite you on the ass and take you out in a wrestling match. He's very heavy and fat, so I'd watch out if I were you.

Aaron H.
Co-written by Petunia the Hamster
via E-mail

P.S. My hamster threatened to eat my Halloween candy if I didn't write this.

There's nothing in my contract about answering letters from hamsters. I hate hamsters. Who needs a pet that only comes out at night when no one's watching. And what do they do for fun? They run around on their dorky little wheels and play their silly hamster games. If you want a real pet, get a rabbit. They rule.

Yea, and when you get sick of them, they make a good meal rather than just a small appetizer.

DOOSH, DOOSH, BABY

I have a friend who, whenever beating me in Super Smash Brothers, computer online games or CCGs, has an annoying tendency to yell out the word "doosh." I had no idea what this meant, so I took

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The IQ Files

EVEN MORE LETTERS...

the time to look it up. This also gave me time to look at another term used by *IQ Gamer*. Here ya go:

A. Doosh (Du-sh) 1. Term meaning: "Hahahaha, I beat you bad, punk!" 2. A description of a large, unpleasant release of gas. Example: "Whoa! Someone sure let out a bad doosh!"

B. Buttweasel (Tahm-Jonz) 1. A bald, unattractive, humorous member of the *IQG* staff. 2. A huge, brown... you know. 3. A very pitiful person. Example: "Man, that guy plays *Spellfire* and is an intern for *InQuest*; what a poor buttweasel!"

Paul Parent
via e-mail

Unattractive? Me? I prefer the term "differently beautiful." Unfortunately, the guy at the license plate office wouldn't buy it as a handicap.

NEW AVENGERS

What kind of jerk is this Juvera guy ("IQ News," *InQuest Gamer* #55)? Does he really think that burning some cardboard and slashing a Pikachu toy will stop us, the Legion of Pokémon-Avenging Pyromanical Satan Worshipers (LOPAPSW)? We'll open up a can of whup-ass so big, not even the mighty Tom Slizewski will be able to get away from the torrent of carbonated righteousness!

But anyway, Mr. Juvera has some serious ego issues if he needs a two foot-long sword, a butane burner and a mob of 80+ dysfunctional Christian kids to go up against a Pikachu doll stuffed with cotton. The next one should be stuffed with nitroglycerin.

Lord Bob Sutton
via e-mail

It's not good to worship Satan, Lord Bob. You're probably going to hell. Of course, spending every Easter hiding colored eggs instead of going to church doesn't score me many god points so I may be joining you.

THE STORY SO FAR

I've been away from *Magic* for over a year. In this time, I missed a whole

story arc. My questions are: Where do I start? What did I miss? What changed?

Christopher L. Stockdale
chris_stockdale@adc.com

You didn't miss much. Basically, there was this dude, Uzo, or something like that. He was a wizard. He casted spells and killed a lot of trees. Then, these bad machine people, the Furry-Rexians, invaded, and he had to make friends with the tree people. Somewhere along the way a giant squirrel was created. Then WotC went on to another story even though this one wasn't finished.

"Casted"? That's not proper English.

You try typing without fingers and a brain the size of a strawberry, smart ass.

That's it! That's all the mouth I'm gonna take from your furry butt. You're stew.

Put down the knife! Put down the kni—

MANIAC, MANIAC ON THE FLOOR

I need some help. I have been playing various games my whole life. It started with *Candy Land* and *Hi Ho! Cherry-O* when I was young and moved up to *AD&D* when I was 14. I realized I needed help when I read about minister Mark Juvera destroying the pokémon dolls and cards because they lead to the occult and satanism. Now I'm disappointed in myself. I own 33 RPGs, 13 CCGs, and something like 65 board games and I have never worshipped Satan or gone on a homicidal rampage. Which games would you suggest I buy to become a Satan-worshipping, homicidal maniac? Please don't suggest *Spellfire*; I tried that already.

Terry Seymour
via e-mail

It's not as easy as people think to become a homicidal maniac. It takes some super traumatic experience,

UNEARTHING LIFE'S BIGGEST MYSTERIES

• Do cats, Cow Nose for example, have belly buttons?

—Marco Pironi

I felt-up InQuest's mascot for a good half hour—a 50 pound cat has a lot of belly—and found no button. But science tells us otherwise. Nearly all mammals, including dogs, cats and even lions, have navels where an umbilical cord was once attached. They don't look like yours and mine though, they resemble long, thin scars. On a cat you can find 'em just to the side of its rib cage.

• How do the "star dates" in "Star Trek" match up with our calendar?

—T. Iomi

They don't. In the original Trek the numbers were four digits, a decimal point and two more digits. Day 0000.00 was presumably the day the ship was launched. There was no rhyme or reason to how stardates were assigned and ranged from 1312.4 to 5943.7, a span of 4631 days, or over 12 years. Since the title sequence specifies the ship was on a five year mission, it doesn't quite make sense.

In "ST: The Next Generation" all dates are 4000.something. The four was arbitrarily assigned, the second number referred to the season, the other three went from low to high as the show progressed.

Have a question so bizarre you're afraid to ask anyone? What's the average temperature in Hell? How many calories in a *Magic* card? "The IQ Files" know all. So send your weirdest questions to IQsubmissions@InQuestmag.com or 151 Wells Ave., Congers, NY 10920. I'll answer 'em in this space every month.

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like investing in a booster box of Spellfire before having read the rules. Or being forced to watch a "Different Strokes" marathon on Nickelodeon to become one.

IDIOT KID

I may sound like an idiot kid when I say this, but I'm 14 years old and designing a CCG. It has to do with dreams; I think I'll call it "The Dreaming Realm." I'm trying to make it totally different than *Magic* and a lot of fun to play. The only problem is, when this game gets finished, what should I do then? Please at least try to give me an adequate answer.

M. D.
via e-mail

Put your finished game in a paper bag. Then put the bag in a chest. Then wrap the chest in a blanket. Then put the blanket-wrapped chest in your

basement. Wait for four years until you're 18. Then, go back and play it. If you still think you've got a good game, start hitting up your relatives for money because you'll need at least \$80,000 to produce even a small print-run with decent art. That's your best shot, as the odds of getting an established company to buy your game are greater than 3,720 to 1.

BUTTWEASELOLOGY

It has come to my attention that you too have discovered the wonderful buttweasel. However, you have discovered but one species of a wide genus. Following is a list of the types of buttweasels I have discovered throughout my worldly travels:

- The common, or "glazed" buttweasel, native to North America.
- The white, or "powdered" buttweasel, native to Siberia.
- The dark, or "chocolate" buttweasel,

native to Venezuela.

I have heard rumors of a so called "jellied" buttweasel, but I have found no evidence of such a creature.

Dr. B. Gates
world traveler

The "jellied" buttweasel is rare indeed, but it doesn't compare to the most prized specimen of all, the Boston Creme Buttweasel. Rumor has it that inside its furry chocolate brown exterior is a white creamy goodness.

Which is more than you can say about Fluffy Bunny, whose mangy brown exterior was only slightly less gross than his stringy brown interior.

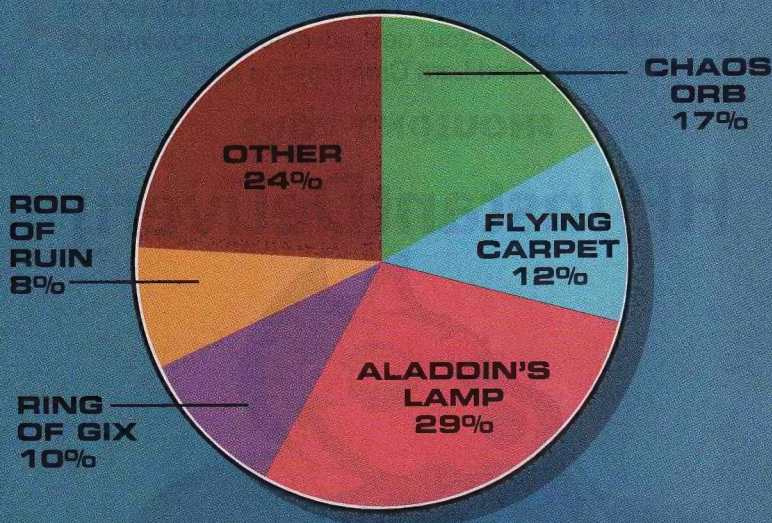
But I'm not sorry I ate him. Let's face it, Fluffy was never really good with words. He wasn't really good with kids. He was lousy at Magic. The only thing he was good with was horseradish mustard. Baaaarrp! Excuse me. See ya next month.

Tom Agich

Only one bunny was eaten during the writing of this column. And a half-dozen hamsters and cheese.

Poll Position ONLINE QUESTION OF THE MONTH

WHICH MAGIC: THE GATHERING ARTIFACT WOULD YOU MOST LIKE TO POSSESS IN REAL LIFE?



Yes, it would be cool to fly on a Flying Carpet. Yes, a Mox Sapphire and Black Lotus would be neat—even though they just kinda sit there. However, we're happy to report that almost a third of you realized that you could have pretty much whatever you want if you decided to pick up an Aladdin's Lamp. Although we were dang tempted at the thought of having our own Karn.

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What's happening
in the world of gaming...

news

Star Fleet Days and Jedi Knights

**MONSTER WEEKEND DETERMINES
STAR WARS, STAR TREK AND
YOUNG JEDI WORLD CHAMPIONS**

Throw me a friggin' lightsaber, baby, 'cause Decipher beamed in some of the hottest *Star Wars*, *Star Trek* and *Young Jedi CCG* players on earth to determine the 1999 world champs while also launching its groovy, new *Austin Powers CCG*. It all went down at DecipherCon '99, held in Virginia Beach, Virginia, this past November.

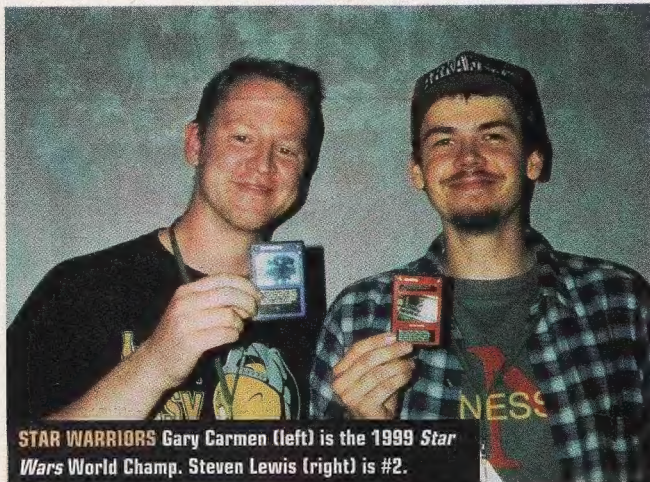
Last year, *Star Wars CCG* finalists had to master a complete expansion right before the tournament. This year, it was *Star Trek's* turn. Twelve cards from the *Rules of Acquisition* expansion were released on the eve of the tourney, many of which are cheese-deck wrecking monsters. For example, Quark's Isolinear Rods rocked play by giving players a free shot at their Q's Tent side deck.

The *Star Trek CCG* Worlds came down to fellow Minnesotans Mike Harrington, 17, playing a Romulan attack deck versus Dan Allman, 18, armed with a Federation/Bajoran speed deck. Harrington and Allman had clashed earlier in the tournament, so there weren't many surprises in store for either. Play was steady, methodical and relentless. "My goal was to just get in there and do missions," Harrington said. Allman's deck just wasn't fast enough to keep pace. "On my first turn, I was able to play a trapped dilemma combo, and get my ships out fast," Harrington said.

"He blew me up. Then, he blew me up again," Allman commented afterwards. Harrington won a berth on "Cruisetrek," a Caribbean cruise laden with



BEAM ME UP TO #1 Mike Harrington is
"the man" to beat in the *Star Trek CCG*.



STAR WARRIORS Gary Carman (left) is the 1999 *Star Wars* World Champ. Steven Lewis (right) is #2.

Star Trek celebrities.

The *Star Wars* CCG players were duking it out for top honors at the same time. Anti-opponent bubbles and Force drain races were less common this year—in large part due to the presence of *Endor's* Battle Plan and Battle Order, both of which raise the cost of Force drains in locations where you don't control a site and system.

In the final match, Tennessee's Steven Lewis, 22, squared off against Gary Carman, 27, from Birmingham, England. The first match was between Lewis' Light side speeder-heavy hunt-down-and-destroy deck and Carman's Dark side operative race deck. Lewis opened fast with his speeders, but couldn't crank out enough ships to maintain momentum. Lewis managed to lower the boom on Vader with a host of speeders, but Carman executed a great combo to get Vader out of danger. "That was the key play of the entire match," Carman said. "I would have lost a lot of Force there, which would have affected the differentials later." Lewis rallied, but it wasn't enough to overcome Carman's Force drains. He ended the game deep in the hole with a 22-card differential.

The second game featured Carman's hidden-base Light side deck and Lewis's Dark side hunt-down deck. It was a slow and deliberate game but masterfully played by both. "I knew I could afford to lose," Carman said. "I was just playing it safe, playing to force him to play his cards." Lewis also played slowly, agonizing over every card he drew. But the caution didn't help him get

the upper hand; Carman got a strong draw of spies which allowed him to stave off Lewis's considerable Force drain capabilities. Lewis finally won the game, but not by enough to overcome the differential, so Carman took the title. Amazingly, he was playing with two new decks. "I recently lost my Dark side deck so I had to play a new prototype," he said. Carman would have won a trip to England if he hadn't actually been from there; instead, he'll head to San

Francisco to hang with Lucasfilm's Steve Sansweet.

While the big boys slugged it out, the new-comer *Young Jedi* CCG made its world champ debut. The Dark side was well represented by tank and senator decks, while the Light side was heavy on the new Jedi and the handmaidens, paired with Amidala's blaster. Greg Hessler, 18, won the championship after defeating Matt Reed, 23.

"ST: Deep Space 9" actors Chase Masterson (Leeta) and Aron Eisenberg (Nog) were on hand to cheer on the *Star Trek* CCG players, while Jeremy Bulloch (Boba Fett) and Shannon Baska (Decipher's Mara Jade model) rallied the *Star Wars* CCG crowd. Eisenberg himself is a diehard cardflop and was pleased as punch when the *Rules of Acquisition* expansion made its world debut. "I'm gonna be putting together a mean Ferengi deck," he said.

■ Paul Sudlow

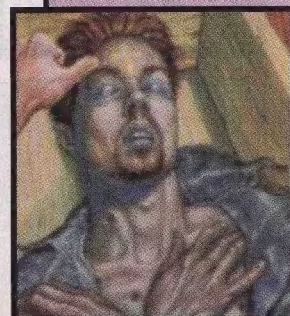
INSIDE



Magic: Nemesis is Next.
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Latest Pokémon News. **PAGE 26.**



WoTC Abandons Doomtown.
PAGE 28.

1999 STAR WARS WORLD CHAMPIONSHIP DARK SIDE DECK

OBJECTIVES

1 ISB Operations/Empire's Sinister Agents

LOCATIONS

1 Cloud City: Port Town District
1 Coruscant
1 Coruscant: Imperial Square
1 Jabba's Palace: Audience Chamber
1 Jabba's Palace: Dungeon
1 Tatooine: Cantina
3 Tatooine: Jabba's Palace

EFFECTS

1 Bad Feeling Have I
1 Den Of Thieves
1 No Bargain
2 Scum And Villainy

CHARACTERS

1 5D6-RA-7
1 Barquin D'an
1 Boba Fett With Blaster Rifle
1 Boelo
1 Chall Bekan
1 Darth Vader With Lightsaber
1 Gailid
1 Jabba The Hutt
1 Jabba
8 Outer Rim Scout

STARSHIPS

1 Avenger
1 Bossk In Hounds Tooth
1 Devastator
1 Jabba's Space Cruiser
1 Vader's Personal Shuttle

INTERRUPTS

2 Abyssin Ornament
2 Alter
2 Control
2 Elis Helrot
1 Imperial Barrier
3 Imperial Supply
1 Look Sir, Droids
1 Masterful Move
1 Monnok
1 None Shall Pass
1 Oo-ta Goo-ta, Solo?
1 Sacrifice
1 Sneak Attack
2 Twi'lek Advisor
1 Unexpected Interruption

CREATURES

1 Bubo

PLUS:

Games that suck.
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NEW!

DCI Suspends Top Magic Player.
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Get The Flock Outta Here

Doomtown Eliminates Religious Zealots

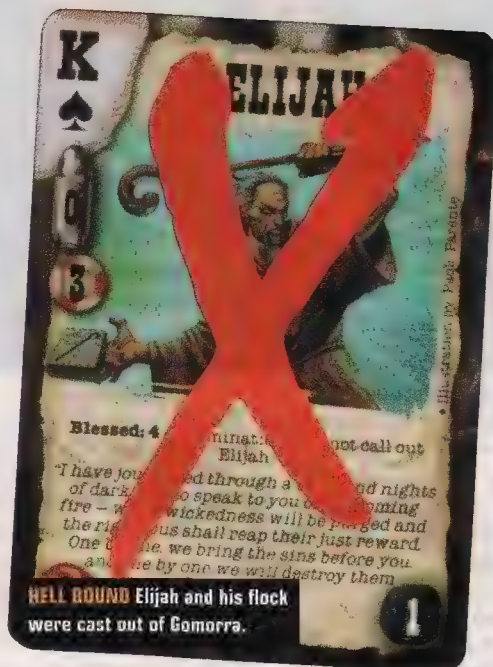
The outfit that specializes in miracles couldn't work one during the recent *Doomtown* global storyline tournament, resulting in its elimination from the game—permanently!

That's right weird west fans, say good-bye to The Flock, Gomorra's Bible-thumpin' fanatics, who wanted to meet their maker so much they helped open a gate for the demon Knicknevin. This year's story arc was all about how certain groups in Gomorra—the monster-ridden, magic-laden old west boomtown where the CCG takes place—were working together to unleash this devil. Standing against them was a strange coalition of lawmen, outlaws and business interests.

Five Rings Publishing, the game's publisher, allowed the plot to build to a climactic showdown and sponsored a global storyline tournament to determine how it would end. Not only would the result of the tourney determine how the plot would resolve, the outfit that came in last place would be removed from the game.

Titled "Kingdom Come," the tourney was held at more than 92 sites in the United States, Australia, Canada, France, Germany and the United Kingdom, with thousands of players worldwide playing to support their favorite outfit.

After everyone had put away their six-shooters, ectoplasmic calcifiers and dynamite launchers, the faction with the most points was The Agency, a secretive group of FBI-types. The Blackjacks and Whateleys were close behind but the Agency's win means Knick-



nevin is heading back to hell. Gomorra still won't be mistaken for a trendy vacation spot, but the lives and souls of the citizens are a tad bit safer... at least for the moment. ■ *Richard Weld*

WE LOOKED IT UP...



PANACEA (Pan•ah•see•ah)

1. A remedy for all diseases or ills; a cure-all.
2. Artifact from *Magic: Mercadian Masques* that prevents a point of damage for every two mana pumped into it.
3. To give a big thumbs down to the film "Acea." ■

Seng photo © 1997 WDW, Inc.

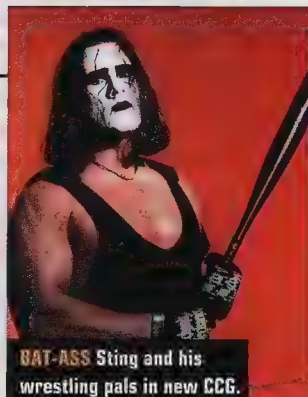
WotC Announces WCW CCG

Ric Flair, Hitman and Sting are going to give new meaning to the term cardboard personality, as they and their World Championship Wrestling (WCW) brethren star in the next *Wizards of the Coast* (WotC) collectible card game (CCG).

"WCW is a natural to be developed into a trading card game," said Luke Peterschmidt, former brand manager for the popular *Legend of the Five Rings* fantasy CCG, and current brand manager for the WCW game. "It [the WCW game] reminds me of the early days of *Magic*," Peterschmidt said. "Simple rules but a huge amount of strategy. And you get that feeling of discovery that you had in the original *Magic* when you find a particularly brutal combo," he added.

The cards will feature studio and live-action photographs of the wrestlers and be sold in booster packs and as a 2-player starter set—no starter decks. If it meets its anticipated release date of early spring, WotC's WCW game will be competing with the WWF (World Wrestling Federation) CCG due to be released at about the same time by Comic Images.

Mike Fitzgerald, of *Wyvern* CCG and *Mystery Rummy* fame, designed the WCW game. Fitzgerald's design was originally on tap to be Comic Images' WWF game. But after WotC saw the design, they offered to buy it to use for their WCW game. "WotC made me an offer I couldn't refuse," Fitzgerald said, after switching publishers. ■ *Tom Slizewski*



BAT-ASS Sting and his wrestling pals in new CCG.

Nemesis Up Next

NEWEST MAGIC SET ALL ABOUT BEING BAD

If your favorite cards are Farmstead, Tranquillity and Holy Strength, then the next *Magic* expansion—*Nemesis*—is the wrong set for you.

"This is a bad-guy set," warns storyline developer Jess Lebow. "There's no room here for happy, frolicsome pixies. *Nemesis* returns to the stormy plane of Rath, which the Phyrexians created as a staging ground for their invasion of Dominaria. Gerrard and his crew escaped from this surreal landscape through a portal to Mercadia, but Ertai is trapped here along with Greven and Crovax. The existing evincar, Volrath, is missing, so the evil Phyrexians are sponsoring a contest to fill the position. You'll find out how this power struggle unfolds through art and flavor text of the set," according to Lebow.

Through 143 cards, *Nemesis* will introduce three new game mechanics and expand on the ones introduced in *Mercadian Masques*. The set will also contain a card designed by Mike Long, the winner of last year's *Magic* Invitational. "It's a blue merfolk with activated flying," said *Magic* designer Mark Rosewater. "If it damages your opponent, you can pay mana to search your opponent's library and remove any one card from the game."

Four preconstructed theme decks—*Mercenaries*, *Repliator*, *Breakdown* and *Eruption*—will accompany the expansion. *Nemesis* will be followed by *Prophecy*, the final set in the *Mercadian Masques* cycle. "The storylines for the three sets in this cycle take place at the same time, but in different places," said Lebow. "Prophecy returns to Urza's homeworld, Dominaria, which is about to be invaded. That set is all about the Keldons, who foretell that the end of the world is about to come." After *Prophecy*, there will be a new cycle, tentatively titled "Invasion."

"Mercadian Masques may play a bit slow," said Assistant



OOEY-GOOEY Who will be the next Volrath?
Magic: Nemesis should have the answer.

Brand Manager Jeff Donais, "but I guarantee that the Standard environment a year from now will be the best that *Magic* has ever seen. It will definitely be worth the wait." You won't have to wait long for *Nemesis*, prerelease tournaments are scheduled for the weekend of February 5-6, and the set should be in stores by February 14. ■ *Collin Jackson*

GAMES THAT SUCK CRAP YOU NEVER WANT TO PLAY

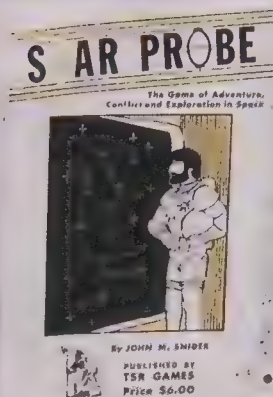
NAME: *Star Probe*

GUILTY PARTY: TSR, 1974

TYPE: Sci-fi board game

WHY IT STINKS: The title may sound like a painful tool a proctologist would use, but it's hard to imagine anything more painful than playing this game. From a rulebook that reads like a 36-page math equation to "art" that looks like it was drawn by someone with a crayon stuck in their butt, nearly every aspect of *Star Probe* reaches the stratosphere of crapiness.

There is only one worthwhile rule in this bowser—solo play. The rule reads: "Nothing is easier than solo play. All you need to decide is for what time period the game will last and what conditions will indicate you won." Here's my suggestion: The game will last for three seconds, and you win as soon as you slam-dunk all the components in the trash. ■ *Tom Slizewski*



JURY BOX WE REACH A VERDICT



THUMBS UP

HEAVY GEAR ON TV A hearty well-done to Dream Pod 9 for going where few RPGs have gone before—to television land. Sony Family Entertainment ("Men in Black" animated series) is on tap to produce 40 animated episodes set in the Heavy Gear universe. The first should debut in Fall 2000. A toyline by Bandai is also in the works.



WWF CCG Honestly, wrestling wouldn't be our first, or even second, choice as a topic for a new CCG. But after playing the alpha version of Comic Images' upcoming WWF CCG we've become believers. It's fast-paced and simple, yet has enough strategy to keep us coming back. Hell ya!

MYTH MEGA DEAL Minimum wage entertainment alert! Twenty Washingtons buys you every *Myth* game produced to date, dozens of fan-created levels and the official strategy guides. Considering the addictiveness of this game, that works out to around \$1 per 100 hours of entertainment.



THUMBS DOWN

POKÉMON MOVIE CARDS All the exclusive *Pokémon* CCG cards—to be given to anyone buying a ticket to "Pokémon: The First Movie"—were gone by the second day of the film's release. Hundreds of thousands of kids went home disappointed. The person responsible should be sentenced to serve six months in a daycare facility full of ticked-off 4-year-olds.



NO ARTISTS ON WHEEL OF TIME CCG O'oh! Precedence forgot to include artist credits on all the cards in the premiere release of the *Wheel of Time* CCG—which tells us where proofreader

Homer J. Simpson went after he left *InQuest*.

UNATTAINABLE FAN PREMIUMS We really like the fan clubs for CCGs like *Doomtown*, *Rage* and *LSR*. The coolest part is the products you can get by sending in proofs of purchase. Unfortunately, the best stuff is insanely expensive. We don't expect it to be easy to get the T-shirts, swords or poker-chip cases, but having to spend nearly \$4,000 to get the good stuff makes the price of admission frustratingly high.

CONTEST WINNERS ED McMAHON IS ON THE WAY!

DEAD MAN'S HAND LAND'S EDGE

It figures that someone from the wide open spaces of Utah would know how to play lots of land. And that person is Ogden's own Jason C. T. Campbell. Jason's knowledge of real estate earns him this month's box of *Urza's Destiny* boosters. ■

Pokémon Players Get League

EXCLUSIVE CARDS, WORLD CHAMPIONSHIP ON TAP

How'd you like get exclusive loot just for playing and trading *Pokémon* cards?

Just sign up for Wizards of the Coast's (WotC) *Pokémon* League. For \$5 per six-week season, you can join 50,000 other pokemaniacs in a quest to earn badges and prizes. According to David Hoppe, vice president of organized play at WotC: "The primary goal of the league is to help people who love *Pokémon* and give them a place where they can play on a regular basis against lots of new opponents."

You can join the league at big stores like Borders books, Gamekeeper, Toys R Us, Waldenbooks, Zany Brainy and many smaller hobby gaming stores. The exact entry fee is determined by each store, but is usually \$5 for the scoring booklet and season materials, plus \$1 per 6-week session. Some stores have age restrictions, though most don't bother.

Once a member of the league, you earn points by playing, trading, teaching new players and participating in tournaments. The more points you get, the more Master Trainer badges you earn. There's already speculation that these badges will be worth money on the secondary market so don't be surprised to see them for sale on eBay. Particularly in demand should be the "Technical Machines" special elite badge stickers that you get by earning 700 points.

In addition to the prestige and glory of winning badges, participating in the league will allow you to enter the World Championship planned for the summer of 2000. But the most exciting league news of all revolves around the exclusive cards. Though WotC announced that you don't have to be a member to get the much anticipated Mew card, future exclusives will be available only to league members. Mew will be available on January 8th at all *Pokémon* League-affiliated stores. One English, nonholographic Mew card will be given to everyone who shows up.

If you live in Siberia or can't get to a league store, don't fret. February should see the release of a cartridge for the color GameBoy which allows you to play the card game electronically—no opponent required. Check out www.ign.com for sample screenshots. ■ Kent D. Kelly



COMING SOON

THE HOTTEST RELEASES IN GAMING

RPG supplement

From: White Wolf

Cost: \$17.95

The Teragen, *Aberrant's* resident bad boys, are not what they appear. Storytellers and players can use them as compassionate allies or deadly enemies through the comprehensive write-ups on personalities, hierarchy and agendas included in this book.

wielding individuals who aren't afraid to back up their questions with a hefty dose of violence.

RPG supplement

From: Guardians of Order

Cost: \$17.95

Fighting evil on the big screen, the first *Sailor Moon* movie—which premiered in Japan in 1994—is finally seeing mainstream release

here. *Sailor Moon: A Movie Resource Book* coincides with the DVD/video release, giving fans instant access to all relevant information.

STAR TREK: ARMADA
Real-time computer strategy game

From: Activision

Cost: \$49.99

This game puts you in the admiral's chair of the Federation,

Romulan, Klingon or Borg armada. A ship from the future arrives to warn the Federation about an impending Borg invasion. As one of the four forces, you fight, defend and assimilate your way through 26 missions, building and managing over 30 types of ships and outposts to help you reach the final showdown between Picard and Locutus.

Real-time computer strategy game

LucasArts

Cost: \$39.95

Four players assume the roles of either Rebel or Imperial Commanders in their efforts to defeat the enemy. At your call are a host of ships and droids including AT-ATs, hoverships and tie-fighters. Set across 24 single-player and 35 multiplayer missions, players fight, mount rescue operations and engage in sabotage in familiar and fully rendered 3-D backdrops like Yavin 4 and Tatooine.

UNSEEN MASTERS

RPG adventure

From: Chaosium Games

Cost: \$19.95

You gotta love a game where you're Kenny in "South Park"—all the time. *The Unseen Masters Campaign Set* is Chaosium's latest freak-job title where the truth turns you into a white-haired, gibbering imamate at Bellevue.



FORCE COMMANDER

BEASTS OF LEGEND

RPG supplement

From: Hekaforge

Cost: Standard Ed. \$24.95

Written by Gary Gygax, father of the roleplaying industry, *Beasts of Legend* is the latest offering for the Legendary system. This tome catalogs over 140 creatures into eight branches. The banes family, for instance, features insidious little monsters that feed off negative emotion like fear and hatred.

RPG supplement

From: White Wolf

Cost: \$19.95

Thaumaturgy, the often nebulous arena of spellcraft in the World of Darkness, is finally receiving comprehensive treatment. *Blood Magic* details all aspects of this art, slaking the readers thirst with looks into Tremere, Tzimisce, Assamite and Setite blood magic. In addition to revised rules and new takes on Sabbat paths like biothaumaturgy, readers can explore new paths such as "Vine of Dionysus."

HUNTER: AVENGERS CHARACTER BOOK

RPG supplement

From: White Wolf

Cost: \$14.95

Avengers is the first in a series of character books for *Hunter: The Reckoning* and a comprehensive look at a group of baseball bat-

news

WotC Abandons Doomtown

AEG HAPPY TO MOVE IN

In the last story arc the devil came to Gomorra. And now, the Wizard has left.

Wizards of the Coast (WotC) shocked collectible card game (CCG) fans last month when it announced it will no longer produce the popular *Doomtown* CCG as of January 1, 2000.

WotC, which has published and supported the game since its launch in the Spring of 1998, was licensed to produce the game by Pinnacle Entertainment Group, makers of the *Deadlands* roleplaying game and miniatures system on which the CCG is based.

But the game is not dead. The license will move to Alderac Entertainment Group (AEG), which designed *Doomtown* and publishes other popular games like the *LSR* RPG and *7th Sea* CCG and RPG.

According to AEG's president, John Zinser, "Doomtown has not grown at a satisfactory pace for WotC." And with WotC managing both *Magic* and the *Pokémon* phenomenon, *Doomtown* risked getting lost in the shuffle. Ed Bolme, the game's brand manager at WotC added: "We're strapped for resources. Either the quality or the product—line had to give." In the best interests of the game and the fans, the three companies moved to centralize all facets of the *Doomtown* CCG in the AEG offices, a surprisingly minor shift. With the creative staff already based at AEG and the license itself simply being transferred, not sold, the largest change may be in tournaments. Wizards has offered the services of the DCI to AEG, but this offer has not yet been accepted and may not be. AEG has stated that it plans to run the 2000 Quickdraw League season, starting in February.

According to AEG, the move will not affect release schedules, and it expects to have a new basic set by early March of 2000, followed by three expansions throughout the year, each bringing 150 to 180 new cards.

■ Richard Weld



AEG STAKES CLAIM TO DOOMTOWN

RING WATCH

WHAT'S HAPPENING ON THE LORD OF THE RINGS FILMS

• The trilogy began shooting in New Zealand in October, and pivotal scenes in Hobbiton and Bree have already been shot. The production will soon move to the Kepler Mine to capture the look of the Dead Marshes, and things will really kick into high gear this month, when Sir Ian McKellan (Gandalf) is finished with the *X-Men* film and joins the rest of the cast.

• Looking for "The Fellowship of the Ring" script? Released copies have been disguised in an effort to discourage widespread distribution, and the title reads: "Jamboree, Part One of Three: An affectionate coming-of-age drama set in the New Zealand Boy Scout Movement during the 'years of turmoil' 1958-1963."

Star Wars: Force Commander™ & © LucasArts

InQuest Interrogation

JEFF DONAIS: GRAND POOHBAH OF DCI

After months of deep-deep-deep undercover investigation, *InQuest Gamer* cornered the mysterious leader of the secretive *Magic* rules cabal known cryptically as "the DCI," Mr. Jeff Donais. We asked him...

Q: What do you think about mandatory drug testing for the *Magic* rules team?

Sounds like a fun evening.

Q: If you could give the *Magic* rules team any drug, what would it be?

I'm from Canada. I don't know the names of any drugs.

Q: Speaking of drugs, do you understand the *Magic* storyline?

I used to understand it perfectly around *Tempest*. It's a little more complicated these days. A lot of work is put into the story.

Q: Sounds like long-form for "no." Do you care about the story?

I think having a cool storyline is something that I could care about. I work too much right now to follow it. I do know that next year's storyline is pretty interesting. A lot of big events happen over the next five sets.

Q: Any plans to errata parts of it?

Not unless it becomes a problem. I'll keep you posted.

Q: Let's talk turkey. Why ban the insignificant, little Lotus Petal?

Lotus Petal helped to speed up many combo decks and was a consistent card found in the top combo decks. Banning Lotus Petal slowed combo decks down enough to let other decks become competitive.

Q: Then why not ban Yawgmoth's Bargain?

In Standard, Bargain has not shown itself to be as powerful as some people thought.

For example, the state championship deck lists have very few Bargain decks finishing in the top eight.

Q: How come you can do things in *Magic* after the "end" of your turn?

The whole end-of-turn procedure was created in order to avoid extremely problematic combo situations. I think having one or two problems, like Waylay, is a small price to pay in the big picture. Overall, the *Magic* rules are in better shape than ever.

Q: In your experience, which color creates the most rules headaches?

White cards create the most rules headaches these days. Humility, Replenish, Opalescence, Pariah and Worship are all cards that we get regular rules questions about.

Q: Ever consider banning the color white?

Nope.

Q: Speaking of banning, in your professional opinion,



TROUBLEMAKER White cards produce the most rules headaches, according to DCI.

which of these creatures would you ban first: Scryb Sprites or Goblin Balloon Brigade?

Neither of them would be banned unless the Oracle wording allowed them to sacrifice for three mana of any color.

Q: What's up with *Magic* on ESPN2, a sports channel?

ESPN2 covers a lot of different sports, including many similar to *Magic*. The Bridge and Poker World Championships are a couple card games that ESPN2 covers. The 1998 World Championships had an unexpectedly high number of viewers, which led to ESPN2 looking favorably on more *Magic* programming.

Q: Speaking of sports, why do you think *Magic* is sponsoring WWF matches?

These days, pro wrestling is incredibly popular among all types of people. It's a form of sports entertainment that has been accepted by millions of fans. The demographic has some crossover with *Magic* fans.

Q: Here's a toughie: What if, during a Thieves' Auction, I grab a Food Chain and use it to eat a bunch of creatures and get so full of mana that I have to Bifurcate. On which side of the border will they bury the survivors?

I'd love to answer that in detail, but we're out of space. One more thing: Now that I have answered your questions, perhaps your readers could answer one of mine: "What can the DCI do for you?"

You heard the man. E-mail your list of *Magic* gripes, compliments and questions to: dcifedback@wizards.com. You may also want to detail anything else that's bothering you. The DCI's powers are many and far reaching. ■

DCI Suspends Top Player

Casey McCarrel, one of the world's best *Magic* players and winner of Pro Tour New York, has received a six month suspension for misrepresenting tournament information to a judge.

During Pro Tour London in October, McCarrel lost his sixth round match against Frenchman Jean Louis D'Hondt. McCarrel incorrectly recorded the match score 2-1 in his favor. When judge Thomas Bisballe asked McCarrel if "McCarrel won 2-1," he did not reply. Only when Bisballe went to D'Hondt did McCarrel attempt to correct the situation.



MCARREL AND HIS MONKEY (LEFT)

"We would not have gone through with this if we were not 100% sure of Casey's guilt," said DCI Commissioner Elaine Ferrao, who headed the investigation committee. "Casey has been a good spokesman for the game, so this was really unfortunate." McCarrel, who had taken the year off of school to play *Magic* full time, will

miss Pro Tour Chicago, Los Angeles and possibly New York as well as the *Magic* Invitational. His spot has been given to Michigan's Pat Chapin.

McCarrel insists that his error was the result of jetlag and sleep deprivation, and maintains his innocence. He hasn't decided if he will continue playing professionally once the suspension ends.

■ Gary Wise

TOP GUNS CCG SHARPSHOOTERS

WORLD'S 10 BEST MAGIC PLAYERS

1. **SHAWN G. KELLER**, from Stanford, CA, USA
DCI STANDARD RATING: 2111
2. **SCOTT R. JOHNS**, from Northridge, CA, USA
DCI STANDARD RATING: 2100
3. **JOHN LARKIN**, from Dublin, Ireland
DCI STANDARD RATING: 2079
4. **CASEY MCCARREL**, from Lafayette, CA, USA
DCI STANDARD RATING: 2072
5. **TIM RIVERA**, from Las Vegas, NV, USA
DCI STANDARD RATING: 2062
6. **ERIC PHILIPS**, from Lincroft, NJ, USA
DCI STANDARD RATING: 2058
7. **ADAM D. VINCENT**, from Longwood, FL, USA
DCI STANDARD RATING: 2044

I'M STANDING ON ADRIAN SULLIVAN'S SHOULDERS.

8. PLAYER OF THE MONTH

ADRIAN SULLIVAN, 22, Madison, WI, USA
DCI STANDARD RATING: 2043

"JOB": Managing Editor, The Dojo
FAVORITE MAGIC CARD?

Sylvan Library

OTHER HOBBIES: Coffee addict, movie snob

BIO IN BRIEF: While Sullivan has been playing *Magic* since *Beta*, he's had few top finishes, namely 10th place at 199's Pro Tour New York and 5th at Grand Prix Memphis. He's more famous for his deckbuilding skills and claims at least partial credit for a number of top decks—including "Counter—Oath," which won the 1998 U.S. open; "Corrupter Black," which won the 1999 Worlds and "Controll," winner of several PTGs.



9. **ERIC M. WARREN**, from W. Springfield, MA, USA
DCI STANDARD RATING: 2042
10. **JUSTIN GARY**, from N. Miami Beach, FL, USA
DCI STANDARD RATING: 2041

MAGIC UPDATES RULE CHANGES AND OTHER TECHNICALITIES



BANNINGS & RESTRICTIONS

No new cards were put on the banned or restricted list effective January 2000. However, Rishadan Port has been put on the "watch list."

CLARIFICATION

When a token creature first comes into play, its name, given by its parent card, becomes its creature type; a Goblin token counts as a Goblin. After the token is created, the name and creature type can change independently of each other.

SPECIFIC CARD RULINGS

Play Necropotence as if it read:

Skip your draw step.

If you would discard a card from your hand, remove that card from the game instead.

Pay 1 life: Set aside the top card of your library face down. At the end of your turn, put that card into your hand.

Pandemonium checks the creature's power when the Pandemonium triggered ability resolves; if the creature is no longer a creature by this time, the ability uses the value zero. So Soul Sculptoring a creature in response to Pandemonium's ability causes it to deal 0 damage.

Gilded Drake's ability is targeted, but it specifically overrides rules about targeting. The Drake will still be sacrificed if the ability is countered due to illegal targets or if no legal target is available when the Drake comes into play.

ERRATA

If you choose "white" for Flickering Ward, it won't remove itself.



by Rei Nakazawa and the IQ Gamer staff

PERFECT

TAP THIS, STUD The coolest Magic cards are more fun than a day at the beach. Well, almost...

Picture this: You tear open your brand-new *Seventh Edition* booster and flip to the rare slot, expecting something like a Hammer Of Bogardan, but instead you see... GREAT GOD ALMIGHTY, a Chaos Orb! Impossible? Maybe. Cool? Definitely! What if Wizards of the Coast decided to chuck their reserved list and reprint some of the neatest cards ever? What should they bring back? That's what *InQuest Gamer* decided to answer when we chose our 10 favorite cards on the basis of fun value, innovative mechanics or just plain nostalgia. See if you agree...

PERFECT 10

The coolest *Magic* cards ever



10. Royal Assassin

Before there was Carnophage or Dauthi Slayer, Royal Assassin was *the* black weenie. The ability to destroy a tapped creature proved devastating for those early Craw Wurm decks with which every new player experimented, and the combo with Icy Manipulator was king in the days before Time Spiral. Taken out of the main set simply due to the numbers crunch, the Assassin is primed for a return: It's powerful, but not broken, and would bring back floods of happy memories to those players disappointed at the loss of Shivan Dragon.



9. Eureka

The best card ever to feature the Theory of Relativity in its art, Eureka is the original Show And Tell. How much fun is it to have your opponent staring down three Serras and two Craw Giants on turn four? With the right support, you can slap down an overwhelming army for a mere four mana. Since then, cards that let you play cards for free have come and gone, but none have matched the power or the sheer fun value of the first: Eureka.



8. Fork

Fifteen-point Fireball on me? Have one right back! One Berserk isn't enough? Let's have two! Any powerful sorcery or instant you have in your deck—or in your opponent's deck—doubles with the presence of Fork. Nothing quite like Fork has ever been created since, which is a shame. Remember those giant multiplayer games in which the same spell was Forked towards six or seven different targets? That's what Fork is all about.



7. Lim-Dûl's Vault

If there's one thing that every Magic player wants to do, it's stack his deck. For two mana and a piddling investment of life, you have an instant that lets you dig as deep as you want until you have exactly the five top cards that you want! Even better, Lim-Dûl's Vault's search mechanic is a game within a game that gets your brain going. Will you keep searching for your kill card by losing life or will you be happy with the five solid cards you just drew?



6. Drop of Honey

Think green never had creature control? Think again! Drop of Honey takes advantage of green's love for big creatures by slowly whittling away at the small ones, allowing the big guns to kick butt. And since you choose what creatures die, it can be a Savannah Lion here, a White Knight there, while letting your Force Of Nature sweep in. It's a hoot as you never know where the lil' bit of honey is ploppin' next.



5. Lich

How cool is a card that lets you stay in the game at zero life? How cool is a card with such a powerful effect that you lose the game if it leaves play? If it's Lich, the answer is "very." By becoming a rotting undead thing, you can draw cards simply by gaining life! Plus, there is the pressure and suspense of keeping yourself undead. One Disenchant or Boomerang and you croak! The challenge of using and abusing Lich always proved more fun or rewarding than building a Stroke Of Genius deck.



4. Phyrexian Portal

"Do I put both the good cards in one pile, or do I separate them?" "Let's see... Do I pick the one-card pile or the nine-card pile?" If you love playing "Let's Make A Deal," this is the artifact for you. The Portal can give you great cards if you read your opponent's psychology right and pick the better pile. It's a card that tests the nerves and minds of both players and truly rewards the one who can outthink his opponent.



3. Illusionary Mask

Nothing you cast is what it seems—or at least, that's what your opponent will be thinking with the Mask in play. Let your face-down army sit there until your opponent dares to attack, then reveal your Child Of Gaea for blocking fun. Drop down a Scandalmonger, and your opponent won't know to use it until it's too late and he has no cards. The Mask adds an aspect of mystery and suspense to the game, and more importantly, drives your opponent crazy. Mwahahaha!



2. Vesuvan Doppelganger

The ability to imitate any creature and change the copy once you got bored with it made the Doppelganger one of the most popular early blue cards, and why not? No matter who controls the best creature on the board, you can always have one just like it! Sure, the rules about duplicating animated lands and artifacts got sticky, but the multiple pages of rulings just added to the Doppelganger's charm. It's the perfect gift for that *Magic* player who just has to have everything.



1. Chaos Orb

The basis for one of the first *Magic* urban legends, this classic had such an impact it moved people to tape their creatures to walls. Probably the best colorless way to deal with any permanent, the Orb's charm comes from the fact that you need a steady hand and good aim to use it effectively. Though this fact contributed to its disappearance from later sets, what can match the suspense of watching your opponent's trembling hand as he positions his Orb for that crucial flip? Apart from one sad imitation, the worthless Falling Star, the Orb is completely unique in the game, and we miss it.

The IQ Gamer staff lobbied for Primordial Ooze to be on the list, but Rei Nakazawa talked them out of it. That's why we pay him.

fashioned DESIGN

How to create your own *Magic* card

NAME: Something catchy, which clues people into the card's origin, creature type or powers. Definitely not a mundane name like "Disruptive Student."

ARTWORK: A pretty picture. Fortunately, we have a fantastic painter who did ours, but you can draw your own image, scan it out of a magazine or go with existing clip art.

CARD TYPE: Choose a fun card type you want to play. We love creatures, especially ones that can get really big.



CASTING COST: Keep it balanced. A 20/20 for two mana is powerful, but really isn't fair when you get down to it. The single blue in this creature's casting cost allows it to be included in decks which only have a little blue.

GAME TEXT: Be original! If the card already exists as another card in *Magic*, why bother? For this card, we played off blue's classic creatures, Clone and Vesuvan Doppelganger, spinning the idea of a shifting power/toughness in a totally different direction.

POWER/TOUGHNESS: Our creature is wacky, since it's adjustable based on the cards in players' hands. Again, check out other *Magic* creatures and keep the numbers reasonable.



Hunting the Rarest Pokémon on the Streets of Tokyo

by Russell Burbage and Shin Okada

WELCOME to the JUNGLE

A sky-diving Pikachu? A Dragonite with the power to transport luggage? In Japan, where the *Pokémon* craze has been going strong for more than three years, these are just a few of the cards every collector is tracking.

Media Factory, the company that makes the *Pokémon* CCG in Japan, is constantly looking for innovative ways to introduce their game to new fans and challenge existing ones. This has resulted in dozens of cool, hard-to-find cards only available to Japanese collectors.

Some of these are down-right weird. Toyota, for example, in a move to get more kids to drag their parents to car showrooms, gave out free specially marked Arcanine cards to anyone who came to a Toyota dealership. Japan Railways gave away Mew and Pikachu cards to people who took specific railroad trips. And All Nippon Airways

(ANA) gave out sets of Dragonite carting luggage over mountains and Pikachu skydiving out of an ANA jet suspended by balloons. In addition to these ultra rare examples, Japanese fans also have many more-easily attainable cards they can catch.

CARD DASSU

You pass a bookstore on the way to your next *Pokémon* game. You stop, plop a 100 yen coin (about \$1) into a contraption that looks like a gumball machine but contains *Pokémon* cards instead of gum, turn a crank, and out slides a pack of three *Pokémon* cards (called Card-Dassu). In Japan you can get practically everything from vending machines, including beer, cigarettes, pantyhose and high protein Calorie Mate sports snacks.

There is a vending machine on almost every corner, and while most are for soda, tourists are often sur-

prised by the sheer variety of machines. There are even computer slot machines where you pay for the chance to win *pokémon* pencils, notebooks, giant posters or erasers. One machine is even in the shape of Pikachu.

The cards you get out of these vending machine cards are not like regular *Pokémon* cards. Though they're the same size and have all the familiar elements of standard *Pokémon* cards, the vending machine cards are ultra glossy and feature "fan" art. Three sets of 36 cards have been released so far—108 total—and are generally referred to as Jumbo Vending sets one, two or three. Every time you plunk in your money you get a sheet of three cards, containing two commons and one uncommon. There is no rarity among these sheets, so you can usually get a complete expansion set by buying 18 to 36 sheets.

The first two sets have no rare cards.

The third set has five rares that are not included on the sheet. To get these five pokémon you have to send a special "Masaki's PC" card to Media Factory. This card appears as a special fourth card on specific sheets of the third vending machine set. To redeem it, you send it in along with a lower evolution to get the more advanced evolution. For example if you mail in a Graveler and a PC card, you'll get a special Golem card in return. This special exchange is due to expire by early 2000 so these five cards will become ultra rare.

Each mini set of three cards is part of one of six themes ranging from urban ones like Dr. Oak's Lab and Around Masara Town to rural ones set in Tokiwa Forest and adventures in the Safari Zones. Since Media Factory used the best artwork created by fans, the vending cards feature many alternate versions of fan favorite poke's like Bulbasaur, Charmander, Squirtle and Rattata.

The vending machine versions are similar in power level to those in the regular sets. For example, Squirtle still has a one energy attack that does 10 damage. However it can also use Water Blast, which does

no damage but charges up its 10 point attack to do triple damage the next time you use it. There are a few powerful standouts in the vending machine set however. Kabuto, for example, gains the pokémon power "Fossilize" which allows its owner to put back in his hand any pokémon that evolved from A Mysterious Fossil. You have to win a flip to do this and can only do it once per turn. But since it effectively heals your pokémon and you can immediately replay it, it's awesome.

ISLANDS OF POKEMON

While the vending set is the biggest expansion only available in Japan, this past summer also saw the release of the Southern Islands set. These were three card packs available in either Rainbow Island or Tropical Island settings. Rainbow Island featured three subsets: Field of Flowers, Sky, and Riverside, while Tropical Island featured Sea, Jungle, and Beach. Each of these packs also include a commemorative postcard of all three of the featured pokémon frolicking together in their island locale. But the most exciting part of this set is that it afforded the first glimpse of

the yet-to-be -released gold and silver Pokémon such as Lady Ba, Maril, Togepi and King Slowpoke.

100 NEW POKES

These are just the two biggest sets available to Japanese collectors. There are also at least 77 individual promo cards that Pokémon fanatics must track down to have a complete collection. The newest of these is a Meowth card inserted into the first edition of *Meowth's Party* music CD.

And there will be more as the next big Pokémon push is coming this winter with the release of the Pokémon gold and silver cartridges for GameBoy. New cards featuring these newly discovered pokémon will go on sale right after the video game is released. It's a safe bet that premium cards will be given away in connection with the release as well. It's a great time to be a Pokémon fan in Japan!

Russell and Shin spend most of their time in Tokyo's dark alleys and backstreets trying to bag the elusive Hobo Hitmonchan given out at select soup kitchens.

Pokemon In the Machine



INSIDE PIKACHU Trying to stand out among the many types of vending machines, this Pokémon game is in the shape of Pikachu. Players climb into the back of the much bigger-than-life-size version and if you win a simple game, you get a key chain.



NO-ARMED BANDITS Similar to slot machines you'd find in Las Vegas, in Japan there are electronic "games" that allow you to gamble for pokémon stuff. Each machine plays a slightly different game of chance and contains different prizes, like pencils and foil stickers.



DASSU WHAT I LIKE The newest collectible game cards are available by dropping the equivalent of \$1 into these machines, called Card Dassu. The center one contains cards for the big new Japanese CCG Yu-Gi-Oh.



TAKE US TO YOUR IGYMI LEADER Japanese love vending machines and you find them everywhere. These are the traditional throw-your-money-and-take-your-chances kind. The rightmost machine contains CCG cards; the others contain figures and toys.

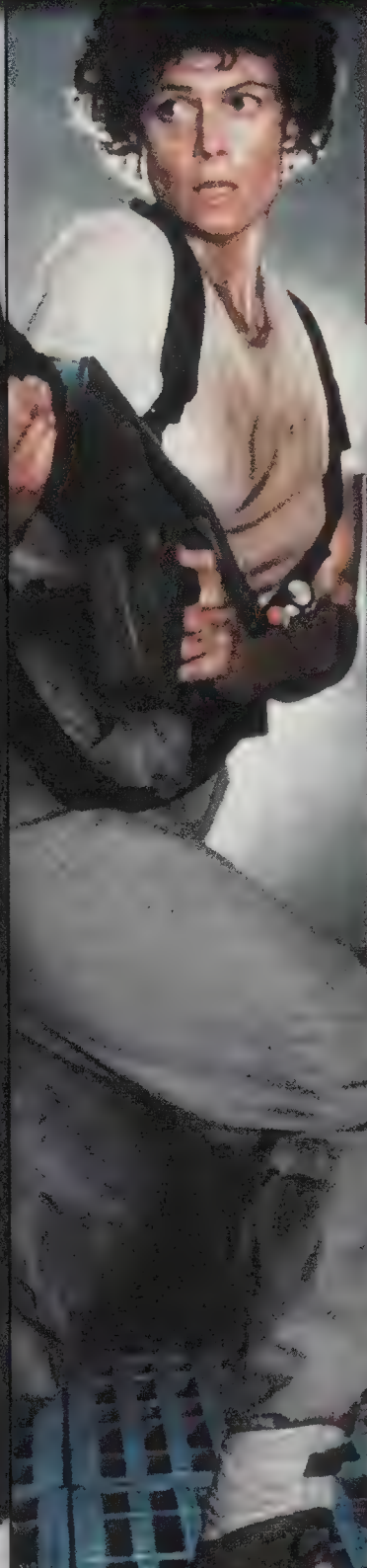
SCI-FI SL



UGGFEST

WHO WILL SURVIVE TO BE SCIENCE FICTION'S #1 CHARACTER?

By the *InQuest Gamer* staff



The universe is a big place. But when you throw the likes of the Predator, Darth Vader, the Terminator, Spock and 60 other sci-fi champions together, it's not big enough. Searching through science-fiction's best movies, TV shows and video games, *IQ Gamer* recruited the coolest and toughest heroes and villains for a giant, single-elimination, online tournament on our InQuestmag.com website.

You, the fans, decided the outcome. Through six weeks of laser bolts and Jedi mind tricks, tens of thousands of fans cast their votes for each battle, one-by-one knocking contestants off until there was only one character sitting atop the #1 spot.

Who's the greatest sci-fi legend ever? Check out the following match highlights on the road to #1...

Round 1: Crow vs. Captain Kirk. This shouldn't be close, but it is. The macho Kirk almost gets his butt waxed by the smart-talking, no-legs robot from "Mystery Science Theater 3000." But just when it looks hopeless, a well placed phaser blast finally fuses the right circuits.
Winner: Kirk with 51% of the vote.

Round 1: Jean-Luc Picard vs. Gorn Captain. In a remake of one of the best classic Trek episodes, Picard matches wits and brawn with the rubbery reptilian Gorn. Kirk outsmarted the Gorn, so, of course, Picard would

too, and that much faster. Instead of gunpowder, Picard constructs a nuclear hand grenade out of uranium and a pineapple and, after one last try at diplomacy, eats fried lizard. **Winner: Picard with 77% of the vote.**

Round 2: Terminator vs. Alien. An extendible jaw and metal-melting drool might make for neat party tricks, but before the Alien can even gnaw through the outer layer of the Terminator's armor, Termi nails it with a half-dozen shotgun blasts to its bulbous bald head. It won't be back. **Winner: Terminator with 51% of the vote.**

Round 2: Darth Maul vs. Johnny Mnemonic. In the biggest blow-out of the tourney, the outclassed Mnemonic's virtual mind tricks couldn't stand up to a Sith assassin's real mind tricks. **Winner: Darth Maul with 92% of the vote.**

Round 3: T-1000 vs. Luke Skywalker. Telekinetic Jedi powers hold a wildly thrashing liquid Terminator at bay as the Force begins to squeeze and squeeze and squeeze. **Winner: Luke with 59% of the vote.**

Round 3: Darth Vader vs. Yoda. Two masters of the Force. One evil. One a muppet. It was a toss up. **Winner: Vader with 52% of the vote.**

Final 8: Predator vs. Luke. Invisibility means nothing to a Jedi Master who, at 100 paces, can sense a flea frolicking in wookiee fur. Luke's lightsaber adds another head to the Predator's collection; Pred just couldn't appreciate it. **Winner: Luke with 63% of the vote.**

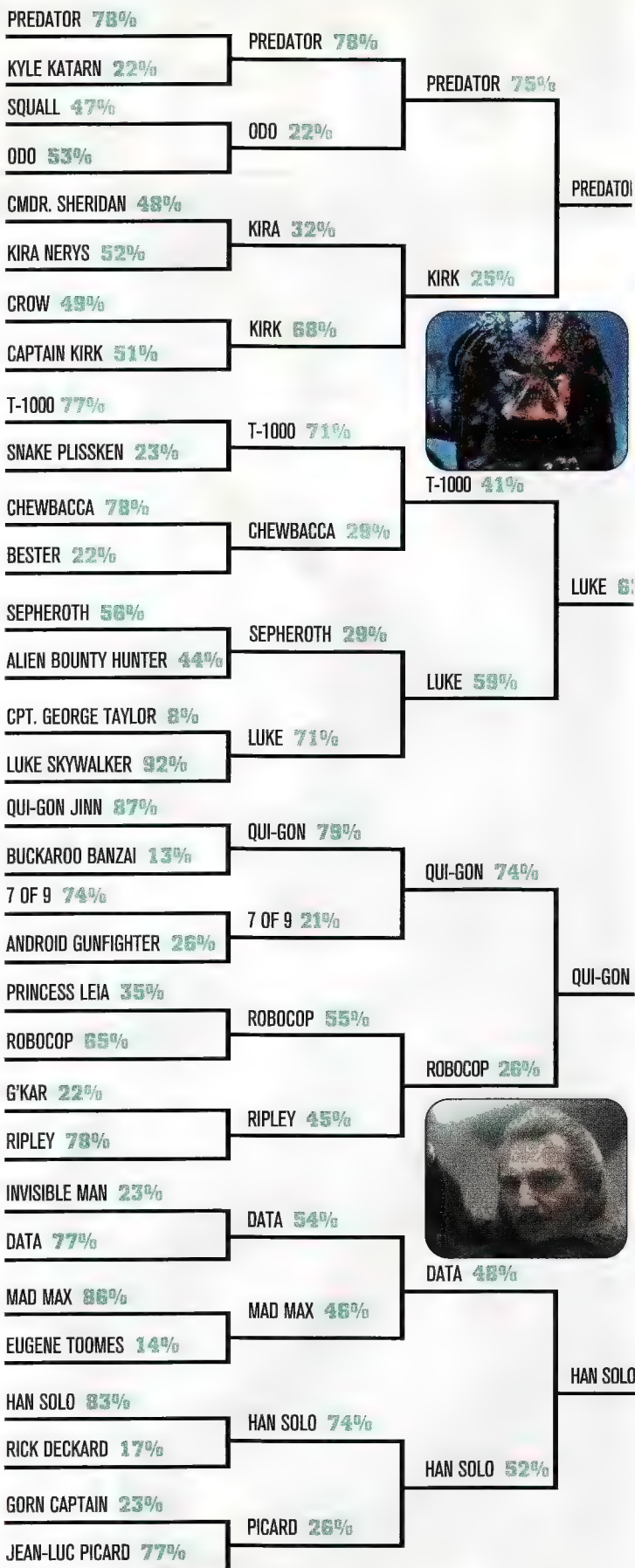
Final 8: Obi-Wan vs. Darth Maul. Obi-Wan splits the vote in his favor a la "Episode I." **Winner: Obi-Wan with 56% of the vote.**

Final 4: Luke vs. Qui-Gon Jinn. Too bad they never met, cause this would be a tough fight. But in a fan vote Luke's a legend and Qui is quickly gone. **Winner: Luke with 56% of the vote.**

Final 4: Obi-Wan vs. Vader. Hey, it's a time paradox: A young Obi-Wan fighting Darth 20 years prior to an elder Obi-Wan dying in a fight with Vader. Same result. **Winner: Vader with 73% of the vote.**

The Finals: Luke Skywalker vs. Darth Vader. Vader won round one in "The Empire Strikes Back." Luke took the second round in "Return of the Jedi." The third round? Well, since Luke got a little help in his second round victory with a repentant Vader, Darth makes quick work of his son and soon has him whining like the schoolgirl we all know he is.

Despite the results, IQ Gamer disavows any knowledge of George Lucas bribes in the office. Though the jawa toilet paper is cool.



37%

LUKE
56%

3%

DARTH VADER
55%LUKE SKYWALKER
45%

66%

QUI-GON
44%

34%

VADER
73%

VADER 84%

VADER 52%

YODA 48%

T-800 16%

T-800 71%

OBI-WAN 56%

BOBA FETT 42%

OBI-WAN 58%

DARTH MAUL 44%

DARTH MAUL 70%

SPOCK 30%

VADER 91%

WORF 9%

NEO 31%

YODA 69%

FLASH GORDON 41%

KHAN 59%

T-800 51%

ALIEN 49%

BOBA FETT 81%

DUKE NUKEM 19%

OBI-WAN KENOBI 80%

TRINITY 20%

SPOCK 59%

BORG QUEEN 41%

MNEMONIC 8%

DARTH MAUL 92%

DARTH VADER 91%

SAMUS ARAN 9%

KOSH 33%

WORF 67%

NEO 70%

UNIVERSAL SOLDIER 30%

YODA 81%

PAUL ATREIDES 19%

DR. WHO 43%

FLASH GORDON 57%

DR. EVIL 43%

KHAN 57%

T-800 81%

\$6 MILLION MAN 19%

GORT 20%

THE ALIEN 80%

BOBA FETT 87%

QUAKE MARINE 13%

SIL 31%

DUKE NUKEM 69%

AKIRA 35%

OBI-WAN KENOBI 65%

TRINITY 70%

MOTOKO KUSANAGI 30%

SPOCK 79%

BUCK ROGERS 21%

BORG QUEEN 77%

GORDON FREEMAN 23%

E.T. 44%

JOHNNY MNEMONIC 56%

JUDGE DREDD 14%

DARTH MAUL 86%

THE WINNER!

Luke Skywalker photo Courtesy Everett Collection; Alien® 20th Century Fox; Darth Vader® 1979 Lucasfilm Ltd. photos courtesy Foto Fanzine; Obi Wan Kenobi photo by Bill Kane and D.J. Goulin photo by Keith Hammett; © Lucasfilm Ltd. & TM All Rights Reserved



GRAND SLAM Magic won't eat you back \$1,000 if you gather together a few friends and run a league.

A League of Your Own

How to set up your very own Magic tournaments

You've got your new deck up and running and you're ready for a few nights of Magic. Game one: Your opponent plays a 6/5 flying dragon on the second turn and then blows up all your land. You hope your next game lasts a little longer. Unfortunately, your wish comes true, as in game two, your opponent spends 20 minutes tapping and untapping his land and digging through his library until he finally plays a spell that makes you draw 16 cards. See? Whatever happened to playing Magic for fun?

Fear not. Even in today's environment of broken combos, you can still have a lot of fun playing Magic the way it was originally intended. Start by starting on a league from a limited supply of cards. It might sound like a daunting task, but it's actually amazingly easy if you follow our example.

GETTING STARTED

If you want to kick-start a Magic league, all you need to do is follow these steps:

Step 1: Find players. This one's the most important step. You'll need a minimum of four players, and you probably don't want to go any higher than 10.

Step 2: Choose a format. There's an infinite number of ways you can play the league, but not nearly that many pages in *InQuest Gamer*. We've listed some of our favorite formats, but feel free to experiment.

Step 3: Purchase and distribute cards. Yeah, this is where the money part comes in. Figure out how many cards you need and have everyone split the cost. Also, make sure you've got plenty of extra basic lands on hand.

Step 4: Choose a number of rounds. In each round, you'll play every other player in the league once. If you're looking to play out the entire league in one afternoon or evening, one or two rounds is enough. If you want a longer league, go for three or four rounds.

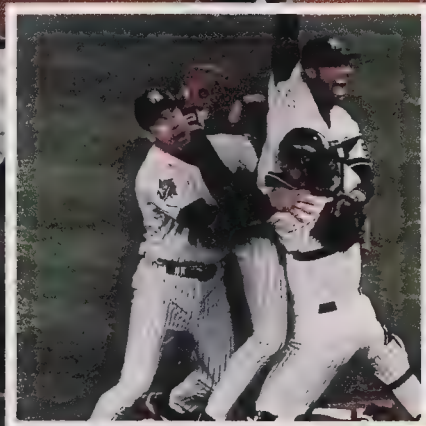
Step 5: Set up score sheets. You'll need a score sheet for each round. Set up a grid, with each player's name in the top row and left column. After a game, scan down the left column to find your name, then trace your finger over to the box that lines up with your opponent and mark whether you won or lost.

Step 6: Play the games. Once everything's set up, all that's left is actually playing the games, and that's the most fun part.

Step 7: Playoffs. To make things more interesting, have the top finishers advance to a playoff round. If you've got six or less players, the top two compete in a best-of-five championship. If you've got more than six, have the top four advance to a single-elimination playoffs. Play the first round best-of-three and the finals best-of-five.

Step 8: Prizes. You can either have everyone chip in for some extra

By the IQ Gamer staff



booster packs or you can have everyone return any rare cards they used in the league to a common pool. Then, draft off the rares one at a time in order of finish.

VARIANT #1: DRAFT LEAGUE

The easiest way to run a league is to simply hand out cards and build decks, but it's more fun if you include a draft and allow everyone to customize the colors they'll play. For a standard draft league, each player starts with one starter deck. Crack open your deck, check out your cards and plan your drafting strategy.

Once everyone's ready, draft several more cards from booster packs. We recommend Rochester-style, which is detailed below, but you can use any method you prefer.

Step 1: Rochester Draft. First, randomly assign a number to each player. Next, you'll need two booster packs for each player in the league. Without looking at any of the cards, open all of the booster packs and place the cards in a stack, face-down. Now, you're ready to begin the draft.

Starting from the top of the stack, flip over two cards for each player and put them in the middle of the



SOMEONE LOSE A CONTACT LENSE? No, we can't cure blindness, but we can give you five new ways to play Magic.

table. Starting with player #1, each player gets to pick a card, and then the order reverses. Then flip another set of cards and begin with player #2. For example, if you've got six people drafting, the first round would be 1,2,3,4,5,6,6,5,4,3,2,1, the second round would be 2,3,4,5,6,1,1,6,5,4,3,2, etc.

Step 2: Deck Construction. Once all the cards have been drafted, it's time for deck-building. The guidelines are simple: Your deck must have at least 60 cards, and you can pull whatever basic lands you need from a common pool.

Step 3: Play! You can play your games in any order, as long as you play everyone once before moving to the next round. Before each game starts, cut your opponent's deck and flip the top card of his deck face-up; that's the card you're playing for. If it's a basic land, you're out of luck. Win or lose, your opponent will get his land back. Of course, it could also be an awesome card—a card so good that your opponent doesn't want to lose it.

If you don't want to risk losing a good card that was flipped for ante, you can set it aside and flip over the next two cards of your library. Your opponent then chooses which

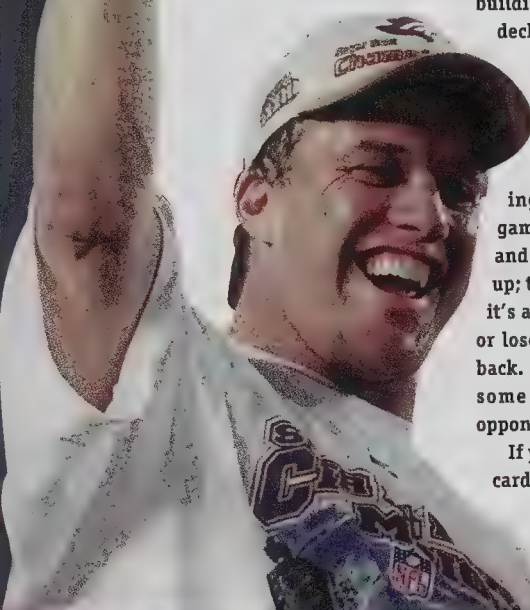
one he's playing for, even if it's another card you don't want to lose. Either way, all three cards are set aside for this game. If the winner chooses, he can then trade his prize back to the other player for another card that player offers in exchange.

VARIANT #2: TAKE OUT THE TRASH

Here's another way to try league play—without having to bother with drafting or deck construction! Everyone starts with a random mix of cards, giving players a chance to find uses for cards they'd never imagine playing. Here's how it works:

Each player gets three 15-card booster packs and six of each basic land. Open the packs and shuffle all 75 cards together to create your starting deck. You're free to look through your deck, but you can't make any changes or take out any cards; you'll be tweaking your deck on the fly as you play.

When dueling, both players shuffle their decks and draw seven cards. Then, whoever gets to go first draws two cards. You get to keep one card and add it to your hand, but you have to discard the





other one. The discarded card goes to the "ditch pile," which is shared by you and your opponent, and your turn continues as normal. From now on, both players have a choice during the draw step. They can either draw two cards from their deck and ditch one or draw the top card of the ditch pile.

Other than that, the game is played as normal. When the game is over, you and your opponent get a chance to retrieve some cards back from the ditch pile. Count up the number of cards in the pile and divide by four, rounded up; that's the maximum number of cards each player can retrieve. For example, if there were 18 cards in the ditch pile at the end of the game, each player would get up to five cards back. You don't have to take the maximum number of cards, and leftover cards are permanently removed from the league.

At the end of each round—after everyone has played everyone else once—each player gets a new booster pack. Open the booster, pick up to nine basic lands of your choice and shuffle all those cards into your deck.

VARIANT #3: DOUBLE TROUBLE

In this draft format, each player must build two decks. Each player gets a starter deck,

and you'll draft two more booster packs each, for a total of 75 cards, not including basic lands. From that pool of cards, you must build a pair of 40-card decks. Or, draft four boosters for a total of 105 cards and use a 60-card minimum. Either way, before each duel, both players roll a die or flip a coin to determine which deck they'll be playing for that match.

VARIANT #4: EXPANSION SHOWDOWN

In this variant, each player chooses a different expansion. Each player gets three booster packs of his expansion. If you use *Homelands* or *Fallen Empires*, you get six packs; if you use *Alliances*, you get four packs. Then, draft two more booster packs each, using *Sixth Edition* so players have access to staples like *Disenchant* and *Shatter*. Your deck must be at least 60 cards.

VARIANT #5: TEAM

This variant only works with an even number of players. First, pair everyone off into teams. Then, each player gets a starter deck. After looking through your deck, you can trade up to five cards with your teammate. Next, draft two more booster packs per player. During the draft, you and your teammate draft separately. Afterwards, you can trade up to five of the cards you just drafted with your teammate. From your final card pool, construct a 60-card deck. Your teammate does the same.

Play multiplayer games, with your teammate sitting opposite you. When you flip for ante, cut and flip the deck of the player to your left. That's the card you're playing for; your teammate is playing for the other one. Play the game like a normal multiplayer *Magic* game, except you can't attack your teammate and he doesn't count as an opponent. If you win, you must keep or trade your ante card back to its original owner; you can't give it to your teammate.

NO MORE MASTICORE

Of course, these are just a few ways you can run your league. Feel free to experiment and devise your own variants; at *InQuest HQ*, we use a different format every time a new expansion debuts. No matter which variant you try, one thing is certain; it beats getting crushed by a Masticore for the eighth time in a row.

The IQ Gamer staff has played Magic in just about every conceivable way, though the underwater variant still needs work.

primetime MAGIC

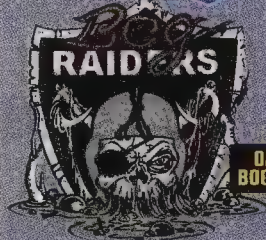
ESPN2 televises *Magic*. We know Wizards of the Coast wants the grandfather of all CCGs to be an "intellectual sport." So we let our own imaginations fly and asked ourselves the question, "What if some of the world's most popular sports teams adopted *Magic*?" The results are kinda disturbing...



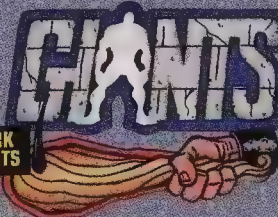
NEW JERSEY STONE-THROWING DEVILS



ANAHEIM SERRA ANGELS



OAKLAND BOG RAIDERS



NEW YORK HILL GIANTS



COLORADO AVALANCHE RIDERS



CINCINNATI CoP REDS

IQ GAMER PRESENTS DAY OF RECKONING

STARRING



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MIKE SEARLE



SENIOR EDITOR
JEFF HANNES



ASSOCIATE EDITOR
BRENT FISHBAUGH



CONTRIBUTING
EDITOR SATAN

ONE DAY AT THE INQUEST GAMER OFFICES...



SUDDENLY...

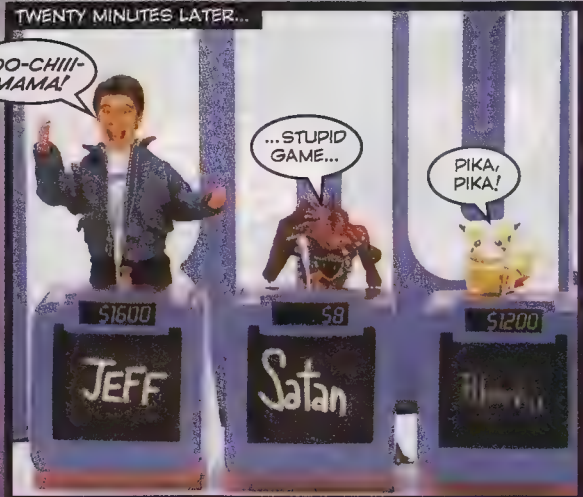
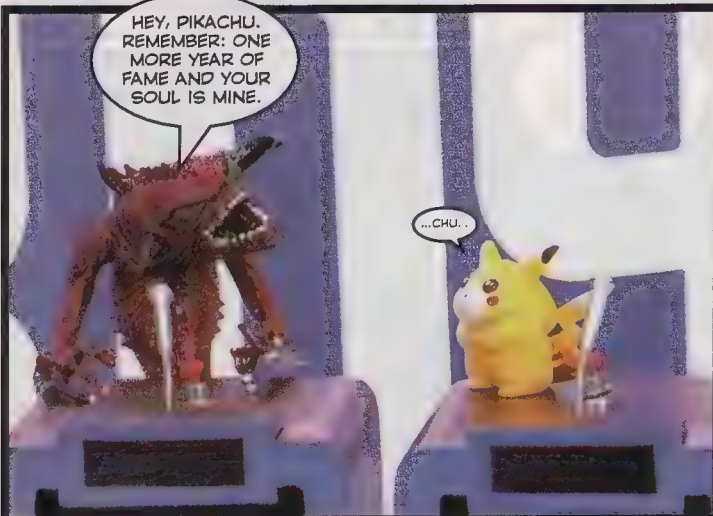


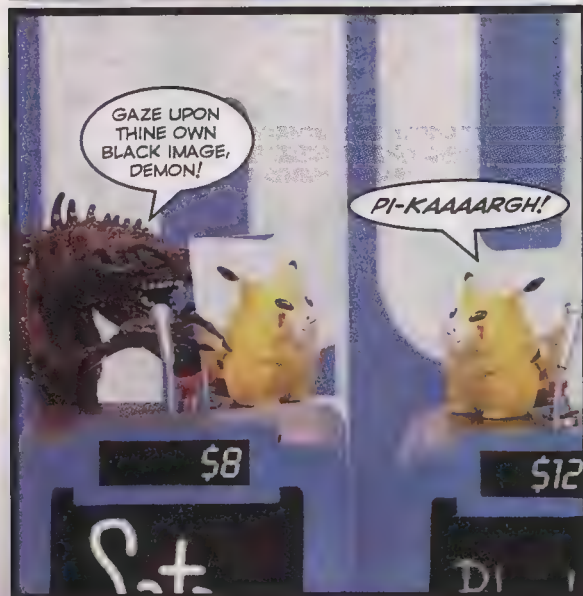
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*BA-BUMP-PISH!

"JEOPARDY!"

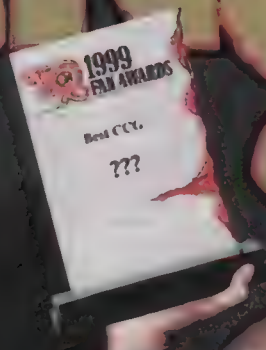






INQUEST

THE GAMING MAG



The 1999 InQuest Gamer Fan Awards

FREE SPELLFIRE CARDS! Vote in the biggest, baddest gaming awards on the planet and you could win free stuff.

"ONE MAN CAN MAKE A DIFFERENCE."

And even though this pearl of wisdom came to us via the talking car in "Knight Rider," no truer words have ever been spoken. It happened last year when only one vote separated the "Hall of Fame" contenders, and this year, when a single gungan caused moviegoers everywhere to run screaming from theaters. You too can make a difference.

DEADLINE: Friday, February 26, 2000

FOLLOW YOUR HEART... AND THESE INSTRUCTIONS

You can only vote for games released in 1999. *Magic: The Gathering* may be the best game you've ever played, but it can't be nominated for "Best CCG" since it came out in 1993, not 1999. Vote once in each category except the "Hall of Fame" division, either for one of the four game-related items *InQuest* has chosen or write in your own nominations; maybe you like *Beyond the Mountains of Madness* better than any of the listed nominees for "Best RPG Supplement."

The important thing to remember with the *InQuest Gamer Fan Awards* is that YOU the fans—not store owners, critics or game designers—decide what's the best in gamedom. Since it's you who's deciding what was the tops of '99, feel free to write in your own votes. This is democracy at its purest form. GOD BLESS AMERICA! This ballot, unlike any other award in gaming, is decided by you, the fans who play the games. It's an awesome responsibility.

If that's the case, we've provided a write-in slot just for you. However, votes for stuff released before or after 1999 will be shredded. If you don't know any of the entries in a category, feel free to leave it blank. If you like, you can photocopy the ballot—either so you won't mess up your magazine or to pass along to friends. You can vote by mail, or e-mail by heading over to our *InQuestMag.com* website. Winners will be announced in a future issue of *InQuest Gamer*. So find a clean envelope, smack a stamp on it and mail your ballot to:

INQUEST GAMER FAN AWARDS

Wizard Entertainment
151 Wells Ave.
Congers, NY 10920

Vote electronically at InQuestMag.com

FIFTY randomly selected voters will each receive a mystery gift pack, made up of stuff taking up space in the warehouse. At this moment in time, not even we know what we're going to put in it. Recipients of an inflatable Catherine Zeta-Jones doll or dead pokémon should not be surprised.

THE BALLOT

STEP ONE: Check one box in each of the following categories. (That's it! There is only one step!)

BEST CCG

- ☐ 7th Sea: No Quarter
- ☐ Tomb Raider CCG
- ☐ Young Jedi CCG
- ☐ Pokémon
- ☐ Write-in: _____

BEST RPG

- ☐ 7th Sea
- ☐ Aberrant
- ☐ Brave New World
- ☐ Sovereign Stone
- ☐ Write-in: _____

BEST BOARD GAME

- ☐ Tikal
- ☐ Thunder's Edge
- ☐ Ra
- ☐ Disk Wars
- ☐ Write-in: _____

BEST COMPUTER GAME

- ☐ EverQuest
- ☐ Baldur's Gate
- ☐ Asheron's Call
- ☐ System Shock 2
- ☐ Write-in: _____

BEST CARD GAME

- ☐ Overthrive
- ☐ Lost Cities
- ☐ Apples to Apples
- ☐ Brawl
- ☐ Write-in: _____

BEST CCG EXPANSION

- ☐ Urza's Destiny (Magic)
- ☐ Fossil (Pokémon)
- ☐ Mouth of Hell (Doomtown)
- ☐ Blaze of Glory (Star Trek CCG)
- ☐ Write-in: _____

BEST RPG SUPPLEMENT

- ☐ Wraith: The Great War
- ☐ Axe of the Dwarfish Lords
- ☐ Delta Green: Countdown
- ☐ Star Trek RPG
- ☐ Write-in: _____

FAVORITE ARTIST

- ☐ rk post
- ☐ Clyde Caldwell
- ☐ Greg & Tim Hildebrandt
- ☐ Pete Venters
- ☐ Write-in: _____

FAVORITE CHARACTER

- ☐ Pikachu (Pokémon)
- ☐ Squee (Magic)
- ☐ Darth Maul (Young Jedi)
- ☐ Hitome (L5R)
- ☐ Write-in: _____

COOLEST MOMENT

- ☐ The Patriot is executed (Brave New World)
- ☐ The Whateleys open the gate to Hell (Doomtown)
- ☐ Hitome kills Lord Moon (L5R)
- ☐ Year of the Reckoning (World of Darkness)
- ☐ Write-in: _____

HALL OF FAME

- (vote for two)
- ☐ Axis & Allies
 - ☐ Call of Cthulhu
 - ☐ Champions
 - ☐ Diplomacy
 - ☐ Vampire: The Masquerade
 - ☐ Warhammer (miniatures)
 - ☐ Star Trek CCG
 - ☐ Star Wars CCG

VOTE AND MAKE A DIFFERENCE!

KillerDecks

Ode to Squee by Randy Buehler

Just what the heck is a Nabob, anyway? Believe it or not, lowly Squee, Goblin Nabob might be the most powerful card in all of *Mercadian Masques*. He's just a 1/1 creature for three mana, but check out that special ability—he's a never-ending supply of cards that you can turn into a 1/1 creature if you really need one. Hmm, how does that match up with land destruction?

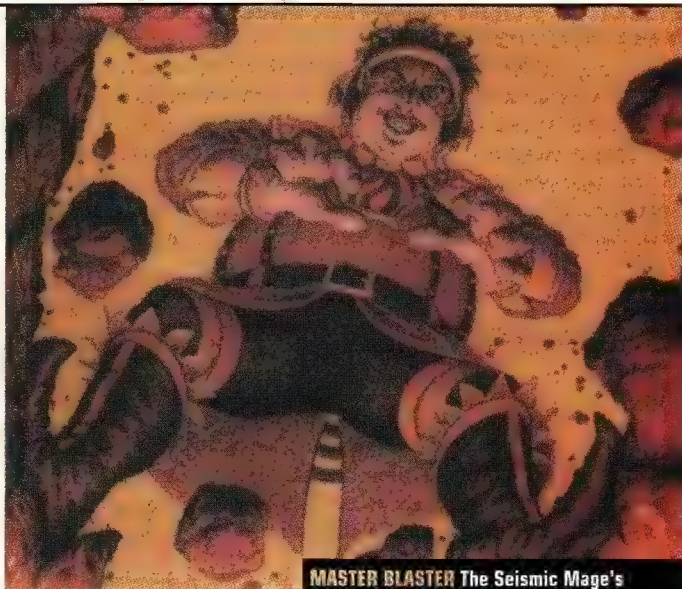
How to Play

In the "Stone Cold Squee" deck, Squee does it all. Every Squee you draw means you can upkeep Masticore without losing any cards from your hand (other than Squee). You have to get the timing right though. Here's exactly how it works: Squee is in your graveyard. At the beginning of your upkeep put Masticore's upkeep on the stack and then put the return of Squee on top of that. Now let the stack resolve—first Squee returns to your hand and then you can discard him to keep Masticore around.

Seismic Mage is also insanely powerful in combination with Squee. The Mage allows you to pay 2R, discard a card and tap him in order to destroy one of your opponent's lands. If you choose to discard Squee then he'll come back next turn and you can repeat the process. Eventually you'll blow up all your opponent's land without ever discarding any cards other than Squee.

However, the best way to combine all these uses is in a mono-red land destruction deck. Red provides direct-damage spells that can be used to remove whatever creatures your opponent gets out before you start blowing up his land or just to kill your opponent. Red also has the most and best land-destruction spells: Stone Rain, Pillage and Avalanche Rider, so you'll never be at a loss for artillery.

Your overall strategy with this deck is fairly straight-forward: Try to paralyze your opponent by blowing up every single land he plays. If he doesn't have any land on the table, it should be really hard for him to kill you and quite easy for you to kill him. Should your regular land-destruction spells fail, you've got the back-up Dust Bowl and Rishadan Port lands to lock down mana. The Dust Bowl can hamper any foe using nonbasic lands, so if you have no other land-destruction



MASTER BLASTER The Seismic Mage's two favorite activities: eating beans and blowing up land.

spells to play, don't hesitate to sacrifice one of your lands; you can cast your creatures later. Same deal with the Rishadan Port. It's more important to shut your opponent down by tapping lands during his upkeep than it is to build your offense.

Don't be afraid to take some early damage while you cast your land-destruction spells. It's important to try to disrupt your opponent's mana development quickly, before he can cast all the spells that are in his hand. Try to cast Shock and Powder Keg before you get to the three-mana mark since that's when your land destruction starts kicking in. From then on you should always blow up as many lands as possible before taking time off to kill any creatures which have sneaked into play. After that you can win by attacking with creatures or by recursing the Hammer Of Bogardan.

Whenever you cast an Avalanche Rider, the following turn you'll have to decide whether to pay its echo or not. The answer is simple: If you have other means of land destruction in play or in your hand, don't pay the echo. Against anything but a swarming weenie deck, you always want to hit your opponent with more mana blasting.

the deck

ARTIFACTS

- 3 Masticore
- 2 Powder Keg

RED

- 4 Avalanche Rider
- 4 Hammer Of Bogardan

- 4 Pillage
- 4 Seismic Mage
- 4 Shock
- 4 Squee, Goblin Nabob
- 4 Stone Rain

LANDS

- 4 Dust Bowl
- 4 Ghitu Encampment
- 15 Mountain
- 4 Rishadan Port

SIDEBOARD

- 2 Arc Lightning
- 2 Cave-In
- 2 Hammer Mage
- 1 Masticore
- 4 Rack And Ruin
- 2 Thran Foundry
- 2 Two-Headed Dragon

SUBSTITUTIONS

- Hammer of Bogardan → Arc Lightning
- Masticore → Hammer Mage
- Rishadan Port → Fire Diamond



SQUEE'S PLAY Teamed up with cards like the Masticore, this deck proves itself unbeatable.

Once you get to eight lands—enough to retrieve and cast the Hammer in the same turn, consider hanging onto your extra Mountains to fuel your Seismic Mages or Masticores. Although Squee can do the job, it doesn't hurt to have backup.

Weaknesses

A significant weakness of this deck is that all your land destruction costs at least three mana. That means that your opponent will usually be able to cast whatever cheap spells he draws, especially at the beginning of the game. You'll have to rely on your creature-kill spells and sideboard extra elimination to cope.

Your mana-deprivation strategy will hit a snag if your opponent has artifact mana like the various colored Diamonds or Thran Dynamo. You can use Pillage and Powder Keg to blow those up; remember, you don't have to put a counter on the Keg if you want to keep it at a certain casting cost. If your opponent has a lot of artifacts, then you might not be able to prevent him from casting key spells. You'll want to remove your Shocks, since decks like that rarely have small creatures, and add in more artifact removal from your sideboard. Think of it as land destruction specially geared up against artifact mana.

How to Sideboard

Against speedy weenie decks, swap in your Arc Lightnings, Cave-Ins and the fourth Masticore. You'll probably want to take out Stone Rain in those match-ups since you'll need all your creature elimination and it's less effective than the Avalanche Riders who can block weenies.

When you run into other red decks, the best thing you can do is bring in large creatures that are too big for them to burn. Two-Headed Dragon is my current favorite, although Orgg is also quite good. The last card in your sideboard is the graveyard-removing Thran Foundry. You can use it against Replenish decks, Yawgmoth's Will decks or to get rid of an opponent's Squee.

Land destruction decks aren't a whole lot of fun to play against, but if you want to harness the full power of the all-mighty Squee and crush unsuspecting opponents, then this deck is the way to do it. Good luck and be kind.

If Randy were a Magic Writer Nabob, that would mean he was the commander of an army of Magic writers in India under the Mogul empire. Huh?

the non-killer deck THEME DECK



AHOY MATEY!

What's left after you destroy all the land in the world? Waterworld? Well, I couldn't really come up with a bad Kevin Costner movies theme deck, despite there being plenty of fodder, so instead I've put together a pirate deck. *Mercadian Masques* has a lot of theme deck potential and it wouldn't be hard to put together a *Masques*-only pirate deck, but I couldn't resist a few obvious cards from other sets. "Ahoy Matey" is surprisingly playable for a theme deck, and it would be Standard legal, but I couldn't possibly leave out *Pirate Ship*!

■ Randy Buehler, Cotton Swabber

THE PIRATES

- | | |
|---------------------|---------------------|
| 2 Kukemssaa Pirates | 2 Rishadan Brigand |
| 3 Pirate Ship | 2 Rishadan Cutpurse |
| 1 Reef Pirates | 2 Rishadan Footpad |
| 3 Rishadan Airship | |

STRANGE MONSTERS

- | | |
|---------------|----------------|
| 1 Sea Monster | 1 Tidal Kraken |
|---------------|----------------|

SHORE TROUBLE

- | | |
|------------------|----------------------|
| 2 Bribery | 1 Rishadan Pawnshop |
| 1 Hoodwink | 1 Shoving Match |
| 1 Misdirection | 1 Waterfront Bouncer |
| 1 Port Inspector | |

SAILING THE SEAS

- | | |
|------------------|----------------|
| 2 Coastal Piracy | 1 Trade Routes |
| 1 Crooked Scales | 4 Treachery |
| 1 Embargo | 1 War Tax |

DESTINATIONS

- | | |
|-----------|-----------------|
| 23 Island | 2 Rishadan Port |
|-----------|-----------------|

More **KILLER DECKS** for your other favorite CCGs →

Killer Decks 2

Doktor Psyfire

by Kent David Kelly

Welcome "Celebrity Deathmatch" fans! Tonight, we'll witness the horrifying drama of the final epic conflict: "The Irresistible Force" Scyther versus "The Unmovable Object." Who are we talking about? You all know him. He smiles... He waves... He pretends he's trapped in an invisible box... Yes Deathmatchers, prepare yourselves for the unstoppable girly man himself—the malevolent Mist-ah Mime! Inspired by Gandhi, with body by Play-doh, this poké is sure to be the millennium-ending nemesis we've all been waiting for. Spotlight center, monster fans. It's showtime!

Deck Concept

The "Doktor Psyfire" deck is all about damage control. Your primary objective is to shut down the game with a nasty, defensive lock down. To do this, all your pokémon have amazing "wall" mechanisms: Chansey scrunches to avoid all damage; Mr. Mime's invisible wall shuts down your opponent's heavy hitters, and your entire Gengar line is resistant to fighting. Even better, Haunter's transparency and Magmar's smokescreen will make half of your opponent's attacks do nothing!

But that's not all. While Psyfire's army makes your opponent grumble in frustration, your trainers will make him tear his hair out. Your deck is designed to make your rival's active pokémon totally useless. Eventually, these wall-stall tactics will produce the nightmare combo—a Magmar up front and a Gengar on the bench. Game over!

How to Play

Containing and controlling your opponent's attacks is your first concern. To do that, you must choose your active pokémon wisely. If your opponent is playing a fighting deck, open with Gastly. If you're energy-hosed or he's playing a heavy hitter like Scyther, Mr. Mime is the way to go. Against smaller grass pokémon, use Magmar. And if the opposition looks like it'll be building up fast, slow 'em down with Chansey. If you don't know what you'll be facing, Magmar or Chansey is your best bet. No matter what your opening draw, Pokémon Trader will help you make these tough decisions.

Once you've matched up your rival's pokémon with one of your bad boys, he'll try to run away or beat you



MAIMED BY THE MIME This guy shuts down your opponent's deck while you build your killer combo.

up. And that's what your trainers are for. Always make the matchup as

difficult for your opponent as possible, using Gust Of Wind and Super Energy Removal to fix your fights. If, for example, you have Mr. Mime and your foe has Charizard on the bench, just Gust up Charizard and remove his fire. Not only will his lizard be powerless, he can't even retreat without energy. This tactic buys you valuable time to build up your bench.

Of course, that trick only works on pokémon that do lots of damage. Against fast, nasty pokémon like Electabuzz, you'll either want Chansey or Magmar. Either way, Scoop Up will buy you several extra turns. Play Chansey if you need time to solidify your position, but to attack, Magmar is much better.

Normally, getting enough energy to fuel Magmar's smog attack in a two-color deck is tricky, but three copies of Energy Search should take care of that problem. Just use smokescreen until you have two fire energy and then use smog every turn. Remember that an enemy pokémon remains poisoned until it retreats and it needs energy to retreat. Pick a big, juicy target and use your

Super Energy Removals to finish it off. If things get ugly, just Scoop your Magmar and go into stall mode to rebuild.

Meanwhile, your Gengar line supports you no matter what; each has unique abilities that help you prepare the game-winning lock. If your opponent is playing Energy Removal, use Gastly's energy conversion. Gastly will also help you play Super Energy Removals and repower any pokémon you Scoop. Haunter's transparency is one of the best shields in the game, and you can still use Nightmare every turn. But the real evil

the deck

POKÉMON

- 2 Chansey
- 4 Gastly (Fossil)
- 2 Gengar
- 3 Haunter (Fossil)
- 4 Magmar (Fossil)
- 4 Mr. Mime

TRAINERS

- 3 Energy Search
- 3 Gambler
- 3 Gust Of Wind
- 3 Pokémon Trader
- 3 Scoop Up
- 4 Super Energy Removal

ENERGY

- 8 Fire Energy
- 14 Psychic Energy





MARKED FOR DEATH Gengar chooses which Pikachu goes to market, and which one goes all the way to the discard pile.

genius you're after is "Doktor Psyfire" himself—Gengar.

Why? He'll win you the game. By this time, your opponent will have spent a lot of resources trying to beat down your mega-defenses. But once you have Magmar active and a benched Gengar, just Gust out his weakest pokémon. Magmar's poisoning smog will give it a huge pile of damage counters. However, don't kill your prey right away; use Super Energy Removal to keep it from retreating. Then, use Gengar's curse to shuffle damage from your victim onto those losers cowering on your opponent's bench. The game will end by the time you run out of breath from cackling wildly.

The best defensive situation you can set up is having a pair of Mimes in play—one on the bench and one up front. If both your Mimes are damage-free, your opponent won't be able to knock out your active one with a single blow. If your opponent nicks your active Mr. Mime for 10 or 20 damage during his turn, either retreat your wounded Mime and replace it with a fresh one, or use Scoop Up, plopping the one you picked up back onto your bench. With three or four Mimes in play, the annoyance is multiplied—the more Mimes you get into play, the more batty it'll drive your opponent. Just be wary of Gust Of Wind if you're not using Scoop Up to swap Mimes.

However, never rely on any one pokémon too much. If you waste too many of your resources trying to save somebody, you're going against the grain of the deck.

Also, never play yourself out so hard that only a Gambler can save you. If you set up properly and play cleverly with Super Energy Removals, Gusts and Scoops, you'll have more than enough opportunity to set up the win.

Weaknesses

Most popular decks will crumble under your passive-aggressive, Gandhi-like assault. Even the most powerful basic pokémon—Hitmonchan and Scyther—will be completely under your hypnotic thrall. "Raindancing" Blastoise decks are easily shut down by Mr. Mime, but other stall decks can be downright annoying. If your opponent tries to stall you out, Gust and use Magmar to poison his Mimes, then go back into business. If he has the deadly Moltres, use Gambler sparingly. Wait it out and finish off the critters with Gengar and Super Energy Removal.



the non-killer deck THEME DECK



DR. POKÉ-EVIL

Enough about Doktor Psyfire. This deck is the Diet Coke of evil. Use your disturbing little Mankeys and sardonic Hypnos to spy on your opponent's cards and use Impostor Professor Oak and Lass to send them time-traveling back to their decks. Gust Of Wind and Energy Removal will keep your rival from doing anything shagadelic whatsoever. When you decide he's finally had enough, smack him around with a Scyther or Primeape. Then, look him in the eye, sigh and say "it got weird, didn't it?" ■ Kent David Kelly

POKÉMON (17)

- 4 Drowzee (Elvis Costello)
- 3 Hypno (Fossil version) (Young #2)
- 4 Mankey (Mini-Me)
- 3 Primeape ("Dead sexy.")
- 3 Scyther ("So, Hitmo, you want to wear the daddy pants?")

TRAINERS (20)

- 4 Bill (Austin Powers)
- 4 Energy Removal ("Crikey. I've lost my mojo.")
- 3 Gambler ("Throw me a frickin' bone here.")
- 3 Gust of Wind ("Grrr... Come here, baby.")
- 3 Impostor Professor Oak (Dr. Evil)
- 3 Lass (Felicity Shagwell)

ENERGY (23)

- 3 Double Colorless Energy ("Laser")
- 9 Fighting Mojo
- 11 Psychic Mojo

DECK BUILDING

Highlander by Jeremy Smith

"**T**here can be only one!" This quote, from the movie "Highlander," also defines the Highlander format for Magic decks. Instead of sticking to the normal four-copy-per-card limit outlined in the Magic rulebook, Highlander rules set a deck limit of one copy of any card besides basic lands. This completely hoses some strategies, like combo decks, but also allows a number of cards to be played which would otherwise never see the light of day.

1. Theme

While a Highlander deck can take many forms, the aim of this deck is rather straightforward: beat your opponent down with creatures of various sorts while holding off his threats with removal spells like Arc Lightning and Disenchant. You'll often go in for the final blow with a direct-damage spell like Blaze or Earthquake.

2. Colors

Since the deck-building strategies involved here are quite similar to those found in limited formats like sealed deck and booster draft, I decided to focus around the main components of those formats—creatures and creature/permanent removal. The two colors in this deck, red and white, combine a solid base of quick creatures with nice attributes, like Mother Of Runes and Kris Mage, with the ability to remove virtually any threat your opponent will throw your way with cards like Wrath Of God and Earthquake.

3. Creatures

Your main objective is to beat your opponent down quickly, so there are a lot of creatures in this deck. To maximize the chances of playing a creature on each of the first few turns, I included 17 creatures that cost two or less mana and only eight that cost more.

The one-cost creatures are quite a varied lot. Obviously, none will have a real game-breaking ability—you get what you pay for—but I went with the most useful ones without heinous drawbacks. In red, for example, I chose Goblin Digging Team, a 1/1 that you can sac to get rid of annoying walls, and Kris Mage, a 1/1 spellshaper that deals one damage to any target.

For white, I went with guys like Ramosian Sergeant, a 1/1 that can start a chain by rooting out more expensive rebels, and



the deck ONE OF A KIND

ARTIFACTS

- 1 Masticrore
- 1 Thran War Machine
- 1 Ticking Griomies

RED CREATURES

- 1 Goblin Digging Team
- 1 Goblin Patrol
- 1 Goblin War Buggy
- 1 Kris Mage
- 1 Mountain Goat
- 1 Raging Goblin

RED SPELLS

- 1 Arc Lightning
- 1 Blaze
- 1 Earthquake
- 1 Gamble
- 1 Parch
- 1 Reckless Abandon
- 1 Shock

WHITE CREATURES

- 1 Charmed Griffin
- 1 Expendable Troops
- 1 Field Surgeon
- 1 Fresh Volunteers
- 1 Longbow Archer
- 1 Monk Realist
- 1 Mother Of Runes
- 1 Nightwind Glider
- 1 Radiant's Dragoons
- 1 Ramosian Lieutenant
- 1 Ramosian Sergeant
- 1 Resistance Fighter
- 1 Serra Zealot
- 1 Steadfast Guard
- 1 Sustainer Of The Realm
- 1 Thermal Glider

WHITE SPELLS

- 1 Disenchant
- 1 Pacifism
- 1 Waylay
- 1 Wrath Of God

LANDS

- 1 Drifting Meadow
- 10 Mountain
- 11 Plains
- 1 Rishadan Port
- 1 Smoldering Crater

MERRY KRIS MAGE You couldn't ask for a better gift-wrapped present for this deck, a spellshaper that can deal one damage a turn to any target.

HONOR ROLL

Mother Of Runes—perhaps the best one-cost creature in Standard-legal sets—a 1/1 that can tap to give any of your creatures protection from a color of your choice until end of turn.

The two-cost level includes some slightly larger and more powerful creatures. Only one is red—they're the breaks when you have a limited card pool—Goblin War Buggy, a 2/2 with haste and echo. In white, Longbow Archer is a 2/2 first striker that can block flying creatures, Monk Realist is a 1/1 that destroys an enchantment when it comes into play, Expendable Troops is a 2/1 that can sacrifice to deal two damage to any attacking or blocking creature, and Field Surgeon is a 1/1 that allows any of your creatures to tap to prevent one damage to any of your creatures.

Going up on the mana-cost scale, we have three three-cost creatures—Nightwind Glider, a 2/1 protection-from-black flyer; Thermal Glider, a 2/1 protection-from-red flyer; and Ticking Gnomes, a 3/3 echoer that can sac to deal one damage to any target.

Finishing off the creature base, there are five that cost four mana. Charmed Griffin, a 3/3 flyer with the small drawback of letting your opponent play an enchantment or artifact from his hand for free, and Sustainer Of The Realm, a 2/3 flyer that gains +0/+2 when it blocks, bolster your air force. Radiant's Dragoons, a 2/5 echoer that gives you five life when it enters play, and Thrax War Machine, a 4/5 echoer that must attack every turn if able, give you some fat to work with. And Masticore, perhaps the best creature in the Standard format, is a 4/4 regenerator that can ping a creature repeatedly for two mana a whack.

4. Spells

Red's bevy of direct damage is well represented here. Blaze, Shock, Parch, Reckless Abandon and Arc Lightning are all effective forms of spot removal, while Earthquake can clear the board of all ground creatures in one shot. The other red spell, Gamble, lets you search out any card from your library—an ability that can never be discounted.

The white spells also focus on removal and neutralization. Pacifism keeps any creature from attacking or blocking, while Wrath Of God clears the table of every creature. Waylay, an instant for three mana, gives you three 2/2 blockers that can take out three opposing attackers—3-for-1 card advantage is "some good," as the pro players would say—or kill off a huge threat by blocking together. Finally, Disenchant removes any nasty enchantment or artifact threats your opponent can throw your way.

5. Lands

Only three non-basic lands merited inclusion. Rishadan Port, probably the best land in *Mercadian Masques*, lets you tap any land by tapping it and one more mana—pretty handy when your opponent is short on mana or has one of the nasty *Urza's Legacy* "man-lands" threatening you. Drifting Meadow and Smoldering Crater give you a bit of card-drawing with their cycling ability. Ten Mountains and 11 Plains finish off the mana base.

You'll be able to head off your opponent with the wide array of threats this deck holds. Hopefully, you'll be victorious before a "Highlander" movie sequel debuts.

Jeremy Smith (jeremysm@roundtable.cif.rochester.edu) wants to build a deck with zero copies of each card.

In this Highlander deck, there's only one way to play your key cards the right way:



ARC LIGHTNING: For just three mana, you get three damage to split up any way you want. With the large number of one-toughness creatures you'll probably see, this can net you three creatures for just one spell, and it can kill your opponent too.



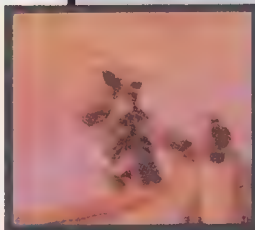
EARTHQUAKE: This spell will help you get rid of virtually any ground threat your opponent has. Of course, it'll kill yours off too, so make sure not to play it unless you're behind on creatures or are within striking distance of ending the game in one shot.



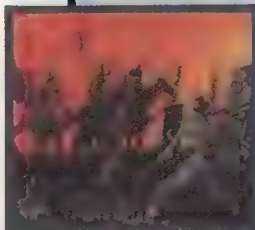
MASTICORE: A 4/4 for only four mana is a pretty good deal. Throw in regeneration and the ability to ping any creature repeatedly, and it's nothing short of amazing. Even the drawback of discarding each turn barely hinders the awesome power of this creature.



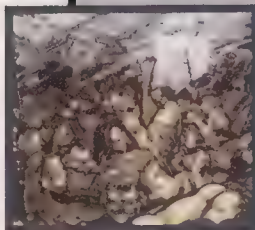
MOTHER OF RUNES: "Mommy," who can tap to give any of your creatures protection from a color, can keep your creatures alive, make a creature unblockable versus a mono-colored deck or destroy a pesky creature enchantment.



RAMOSIAN LIEUTENANT: This deck has five other rebels in it, and the Lieutenant can grab all five of them from your library. For the full effect, use the ability either to throw out a quick blocker or at the end of your opponent's turn.



WAYLAY: As with Arc Lightning, Waylay also gives you the possibility of taking out three of your opponent's creatures for just one three-mana spell. This card is effective creature removal.



WRATH OF GOD: The panic button of the deck, Wrath can completely turn around the game. For maximum advantage cast this when you're behind on creatures.

WIZARDS

THIS MONTH'S CHALLENGE OLDIES BUT GOODIES

Eugene T. Dudley, the world's worst *Magic* player, is fond of the good old days. Sure, he used to get waxed by Channel/Fireballs and nailed with first-turn Mind Twists, but he also got to play with Wood Elementals and Squires when they were still tournament legal. Lost in reflection, Eugene has taken a severe beating from Crystal "Chimes Of Doom" Thompson. Down to only two life, Eugene's goal at this point is just to try to recreate some his favorite creatures of days past. Unfortunately, he doesn't know where to start. **Can you transform Eugene's creatures into classic favorites by changing their power and toughness and abilities?**

KEEP IN MIND THE FOLLOWING:

- Essence Flare causes you to put a -0/-1 counter on the creature it enchants during your upkeep. The counter stays even if you get rid of the enchantment later.
- We've given you a sneak-peek of things to come; Eugene is actually going to draw the Invigorate during his draw step. Right now it's the beginning of your turn.
- Remember: Each transformed creature must have exactly the same power, toughness, color, special abilities and restrictions as the creature you're copying. Don't overlook things like the Sea Serpent's islandhome restriction.
- Don't worry about transforming the Walking Sponge; he's just there to help out.
- The creatures you're trying to recreate are Cockatrice, Juzam Djinn, Pirate Ship and White Knight.

Photo by Paul Schriest, Magic: The Gathering is a registered trademark of Wizards of the Coast.

CARDS IN HAND

- 1 Disenchant
- 1 Fire Whip
- 1 Flickering Ward
- 1 Invigorate
- 1 Prismatic Lace
- 1 Sick And Tired
- 1 Wanderlust
- 1 Web

CARDS IN PLAY

- 1 Deathgazer
- 1 Grim Monolith
- 1 Phyrexian Splicer
- 1 Power Matrix
- 1 Scathe Zombies
- 1 Sea Serpent w/Essence Flare
- 1 Tundra Wolves
- 1 Walking Sponge

LANDS

- 1 City Of Brass
- 2 Forest
- 3 Island
- 3 Plains
- 3 Swamp

ENTER THE CONTEST

Mail in your step-by-step solution to:

**DEAD MAN'S HAND
"OLDIES BUT GOODIES"
c/o INQUEST GAMER
PO BOX 118
CONGERS, NY 10920-0118**



The winner, randomly chosen from all correct entries, will snag a box of *Mercadian Masques*. All entries must be postmarked no later than January 31, 2000.

LAST MONTH'S "MONKEY BUSINESS" SOLUTION:

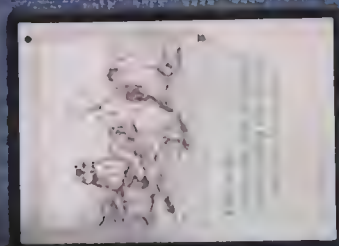
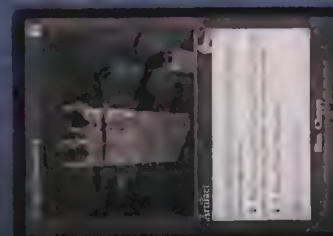
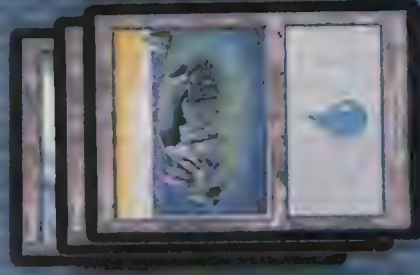
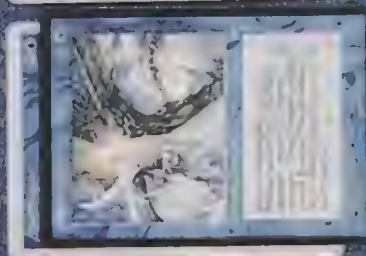
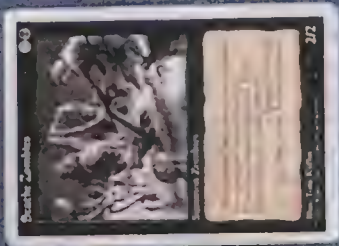
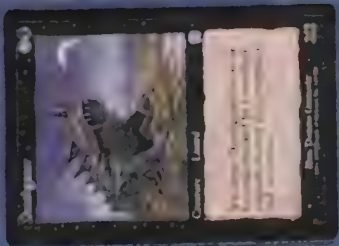
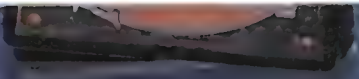
Through monkeying around, Eugene was trying to get as many monkeys into play as possible. Here's the best he could come up with:

- 1 At the end of your opponent's turn, tap the Vine Trellis and the Skull Of Ramos. (1 black, 1 green in mana pool.)
- 2 Activate the Bog Witch, discarding the Nether Spirit to add BBB to your pool. (3 black, 1 green.)
- 3 Cast the Simian Grunts. Sacrifice the Monkey Cage and put three ape tokens into play. (1 black.)
- 4 You take a point of mana burn, and your turn begins. Untap all your lands.
- 5 During your upkeep, return the Nether Spirit from your graveyard to play.
- 7 During your main phase, tap all your lands and the Vine Trellis for mana. (10 green, 2 black in pool.)

- 8 Cast Bifurcate on your Bog Witch to search your deck for another Bog Witch and bring it into play. (8 green.)
- 9 Cast the Ukabli Orangutan, destroying the Junk Diver. Return the Monkey Cage to your hand. (5 green.)
- 10 Cast the Monkey Cage.
- 11 Sacrifice the two Bog Witches and the Nether Spirit to bring the Delraich into play.
- 12 Sacrifice the Monkey Cage and put seven ape tokens into play.
- 13 You've now got a total of 13 monkeys in play—10 from the Monkey Cage, the Gorilla Warrior, the Simian Grunts and the Ukabli Orangutan. That's more than a barrel full!

CLASSIC CARDS Can you turn these lesser creatures into old favorites like the Juzam Djinn and Cockatrice?





BASIC TRAINING

7th Sea RPG

by Gareth-Michael Skarka

Alderac Entertainment's *7th Sea* is one of the most popular RPG releases of '99. The combination of swashbuckling adventure, courtly intrigue and powerful sorcery have combined into a setting that appeals to many gamers' inner pirate or musketeer.

The game is set on the world of Théah, a setting described as a "distant cousin" to Europe during the late 17th century. The setting is familiar enough to most gamers to be immedi-

PUBLISHER: Alderac Entertainment Group (AEG)

GENRE: High Seas Fantasy

RELEASE: June 1999

LEAD DESIGNERS: John and Jennifer Wick

CONTACT: www.7thsea.com

ately accessible, with clear analogs to the nations of Europe—France appears as Montaigne, Spain as Castille, England as

UNHOLY ALLIANCE Pirates, mages and musketeers plot, scheme and duel in the world of *7th Sea*.



Avalon, etc.—yet at the same time, the use of a fantasy setting frees players and gamemasters alike from the constraints of adhering to historical fact.

The game is being supported with the same completeness that AEG has bestowed upon their other historical fantasy RPG, *Legend of the Five Rings*. Each of the Théan nations are to be the subject of their own sourcebook release, as are each of the secret societies characters are able to join. At Gen Con in Milwaukee last summer, AEG also released *7th Sea: No Quarter*, the CCG tie-in to *7th Sea*, bringing a piratical flair to card play as well as tabletop roleplaying.

CHARACTER CREATION

The characters in *7th Sea* come in two basic varieties: swordsmen and sorcerers. The character creation system is geared in such a way that a viable character will be either skilled with weapons or magic. The point costs incurred during character creation ensure that a player can be one or the other, but not both. Don't try to create a character who's adept in both realms your first time out; such hybrid characters are essentially unplayable until they have garnered enough experience to raise their stats to a decent level.

There are five statistics that define characters in *7th Sea*: brawn, finesse, wits, resolve and panache. Panache is probably the most important statistic for all characters, regardless of focus.

Panache is the statistic that, among other things, determines the initiative and number of actions you can perform each turn. Without the chance to act, your character won't have a chance to display his hard-won abilities; make sure you have the points in panache to ensure a score of at least 2. This will give you two dice to roll for initiative, resulting in your being able to act twice during a turn—an invaluable ability, especially if you wish to be able to defend yourself as well as take offensive actions.

The second most important stat to focus on depends entirely on what sort of character you're creating. If you're generating a sorcerer, closely read the relevant individual magic system, as each one favors a different set of stats. If you want to play a

swordsman, your choice is simple: emphasize finesse. All combat boils down to it as it's the statistic governing coordination. All attacks and defenses depend on the use of finesse, plus whatever skill you'll be using.

Damage you deliver is determined by your brawn; the amount of damage you can take is determined by your resolve, and your wits are your brains and cleverness. But, when you get right down to it, the critical statistics will always be finesse and panache.

The Blades. Swordsmen have attended one of the martial schools of Théah and have learned one of the specific styles of swordplay taught there. Each nation has one native school presented—although you may attend a school outside of your own nation for an additional point cost—and more schools will be detailed in upcoming supplements. Your sword style teaches you the basics of fencing, as well as special maneuvers individual to that style; for example, the Valroux style of Montaigne teaches the use of the main-gauche, the off-handed parrying dagger.

Obviously, the most points-effective method here is to spend fewer points to gain proficiency in the sword school taught by your own nation. This will net you additional points that you can spend on raising your skill totals, making your character truly formidable. Another note: If there is a skill or a technique that you think might serve your character well in the future, go ahead and put a single level in it during character creation; this is more cost-effective than spending the experience to get the skill later in the game. It is cheaper to buy it during character creation and raise its level through experience.

The Wands. Sorcery is the realm of the nobles. The spark of magic flows only in noble blood, and sorcerous characters can choose between being fully blooded, with both parents sorcerers of a single nation's magical style; half-blooded, which translates to more variety but less potential power; or twice-blooded, with parents of two different schools—essentially making the character half-blooded, but with access to two different schools. Except for the Germanic Eisen and its magic metal, Dracheneisen, and the Church-dominated Castille which eschews magic entirely, each nation has its own native school of magic. This gives you five unique magic

WHAT YOU NEED

REQUIRED: The *7th Sea* Players Guide and the *7th Sea* Game Master's Guide. They're all you need to run the game for players and GMs.

RECOMMENDED: Every GM needs a screen. It comes with an intro adventure—a worthy introduction to the world of *7th Sea*.

THE WEB: The official *7th Sea* website (www.7thsea.com) features free materials for the game posted regularly, like the advanced ship construction rules.

THE PIRATE NATIONS: If you want to start with pirates, this is the sourcebook for you. In addition to describing the world of the Théan pirates, the sourcebook features an advanced naval combat system.

BASIC TRAINING

systems from which to choose.

At the start, all sorcerers are of roughly equal power, with the exception of the twice-blooded, who have much more variety at their disposal than the others. As characters grow in experience, you will find that a full-blooded sorcerer is a thing to fear. His power quickly outstrips that of the half-bloods and twice-bloods. If it is raw power that interests you, go with a full-blooded sorcerer. For variety, go with a twice-blooded.

There is little reason to pick a half-blooded character; it doesn't save you enough points to attend a swordsman school, the saved points are really only useful in purchasing more skills. A half-blood will find himself quite outclassed by any full-blood sorcerer and lacking the options given to a twice-blooded one.

COMBAT

Combat in *7th Sea* brings the excitement and action of classical swashbuckling to life. Combat boils down to initiative rolls, which determine the order of actions and number of them your character has at his fingertips. In order, attacks are resolved first against a target's passive defenses, then if a hit is scored, the target has the option of using some of its future actions to actively parry or defend against the attack. This leads to combats that have the exciting, back-and-forth nature of the great swashbuckling films.

Villains in *7th Sea* are of equal power—or often, greater power—than the heroes. They have, working for them, henchman, who are of lesser power than the player characters (PCs), and beneath them, brutes, who travel in groups known as—wait for it—"Brute Squads." Henchman and brutes are much easier to dispose of than the villains, allowing the PCs to fight their way through hordes of guards and thugs with ease, on their way to the final confrontation with their snarling, mustache-twirling arch foe.

The most unique facet of *7th Sea's* combat system, however—and the one that novice players will have to get used to—is that



LIFE ON THE EDGE Combat is furious but not deadly, so dare the impossible.

simply put, player characters cannot be killed. The worst result a player should expect if the tides of combat turn against him is to be knocked out. The player can then expect to have his char-

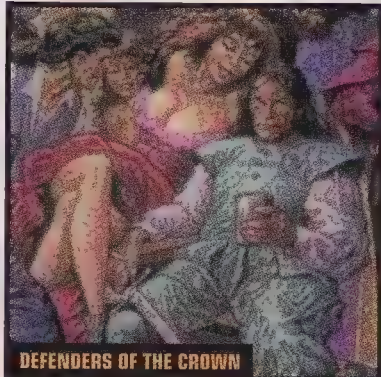
CAMPAIGN IDEAS

In a world as varied as Théah, there are a host of adventures a group of players might get drawn into. Here are a couple of ideas to get your campaign going.

TREASURE MAP The players have one section of a multipart treasure map. They must find the other three pieces and follow the instructions to a mysterious island filled with Syrneth ruins and artifacts. The other parts of the map are held by rival pirates, the Church, merchant princes or a royal family; the quest to recover each segment can fuel many sessions of play in and of itself, even before you get to the treasure-hunting portion of the campaign.

SWORDS AGAINST TYRANNY The players, as members of one of Théah's secret societies, are engaged in a mission to uncover and expose the machinations of an enemy group of the GM's choosing. The campaign would be filled with secret intrigues, disguises and moonlit rescues from well-guarded fortresses. Read *The Scarlet Pimpernel* for background ideas for this campaign.

DEFENDERS OF THE CROWN The players are a hand-chosen group of heroes who serve the crown of their nation. Whether they are Montaigne musketeers, the personal guard of the Castillian King, Sandoval, or members of Queen Elaine's Avalon Sea Dogs, their role is to protect their ruler, and if necessary, to give their lives in the service of the throne.



DEFENDERS OF THE CROWN

acter awaken sometime later, usually chained to some dungeon wall, ready to escape in the finest swashbuckling tradition. The game does make allowances for the preservation of common sense in these situations; for example, a character strapped over the end of a ship's cannon obviously will not be simply rendered unconscious. But for the most part, characters have what amounts to plot immunity to death. The authors suggest that the player and the gamemaster get together at some point early in the character's development and discuss under what conditions the character might die—the more dramatic, the better. The GM files this information away for use at such time when the player feels that the character has run its course and can now be retired—allowing, naturally, for the scenery-chewing final soliloquy.

Above all else, remember that *7th Sea* is a swashbuckling adventure game. Equipped with drama dice—a reward system which lets you use additional dice for action attempts—and high immortality, throw caution to the wind and really get into the spirit of things. This may take a session or two to get the feel of, but with the proper encouragement from the gamemaster, you'll have your characters swinging from chandeliers and taking on hordes of the Cardinal's men in no time.

MAGIC

The fantasy element of *7th Sea* is featured in both the proliferation and acquisition of Synchronic Artifacts—essentially magic items left behind by an ancient civilization that used to populate Théah—and in the five different sorcery systems. Sorcerers have their choice of porte (portal magic), laerdom (norse-like, runic magic), sorte (fate and destiny magic using tarot-like cards), glamour (tapping into the collective energy of legends) and pyerem (animistic shapeshifting).

Each system has its own individual mechanics and intricacies, and all are far removed from the typical RPG's "wave-wave-boom" methods of magic. At higher levels, each type of magic has the potential to be a major influence on any campaign, gamemasters should consider the effect magic-using characters will have and make allowances for that in their campaign design.

PIRATES AND DANDIES

To call *7th Sea* a "pirate game" is a misnomer. There are, of course, piratical elements—which are expanded upon in *The Pirate Nations* sourcebook, the first of the "Nations of Théah" releases—but the game is more properly called a "swashbuckling adventure" game. The focus of the main rulebooks is actually more land-based than sea-based; however, there is enough information presented to run a campaign on either land or sea. The France-like nation of Montaigne has musketeers, with flashing blades and plumed hats, and in Castille, the conspiracy-laden king has a mysterious masked ally—the Zorro-esque El Vago. On the sea, the pirates of the Brotherhood of the Coast have formed the first truly democratic society in a world filled with kings and the Church, and the evil Captain Reis and his ship, The Crimson Roger, savagely hunt down any vessel that may be carrying one of the mysterious Synchronic artifacts for his own mysterious reasons.

Into this world, your characters are born—swords at the ready. They are the heroes of Théah. Some are pirate, some are gentlemen. Some are members of secret societies, working to fight evil in every corner of the globe. But all are heroes.

Freelancer Gareth-Michael Skarka gets to play pirate every day from his office aboard a decommissioned aircraft carrier.

character SHEET



FIONN Mc GUINNESS

Fionn McGuinness is the captain of the pirate vessel Fenian Dream. His family was a noble clan of Inismore, until his father was stripped of his title when he protested his king's alliance with Avalon.

Like his father, Fionn stands by his own opinions, and since this places him at odds with his own king, he has found himself relegated to the role of pirate, supporting himself through the taking of prizes. He's an equal-opportunity scoundrel, although he holds a special glee in raiding Avalon merchant vessels.

The biggest mystery in Fionn's life, however, is a seven-year gap in his memory, from 1659-1666. He was first mate on a pirate ship, the *Sea Witch*, which went down in a storm off the coast of Eisen. Fionn remembers nothing from the time between the shipwreck, and awaking an Vodacce inn one morning two years ago. Seven years had passed, and he knows nothing of what occurred. Somewhere along the line, he learned the Valroux style of fencing, and—as can be assumed from the number of unprovoked attacks made on his person—he accumulated some enemies here and there. If only he could remember why...

SCORES & STATS

TRAITS

- 2 Brawn
- 3 Finesse
- 3 Wits
- 3 Resolve
- 3 Panache

ADVANTAGES

- 1 Foul Weather Jack
- 1 Linguist
- 1 Scoundrel
- 1 Languages: Avalon, Montaigne, Castilian, Crescent

BACKGROUNDS

- 4 Amnesia

HUBRIS

- 1 Overzealous

SKILLS

Sailor

- 3 Balance
- 2 Climbing
- 1 Knotwork
- 1 Rigging

- 3 Navigation

- 3 Pilot

Streetwise

- 1 Socializing
- 1 Street Navigation

Athlete

- 2 Climbing
- 2 Footwork
- 1 Sprinting
- 1 Throw

Firearms

- 2 Attack
- 1 Reload

Swordsman: Valroux School

Fencing:

- 3 Attack

- 2 Parry

Knife:

- 2 Attack
- 2 Parry
- 2 Double Parry
- 2 Tagging

[ONDECK]

7th Sea RPG

Dead men tell no tales—so in 7th Sea it's hard to die.

Pirates! It's one of those concepts that has been floating around the seas of roleplayers' imaginations for years, and AEG's new 7th Sea RPG will give them exactly the kind of "Captain Blood" meets "The Mask of Zorro" meets "The Three Musketeers" feel that they've been searching for. With noble houses, secret explorer societies and magical religions, 7th Sea combines the old-fashioned swashbuckling flavor of adventure on the high seas with a sophisticated setting that demands commitment from real roleplayers.

The Good

Finally...A game that encourages adventure! No slight to *Dungeons & Dragons*, but there was always a sense with *D&D* that the magic and monsters came first and the drama second. That's not the case with 7th Sea. From the first look at the system, you'll know that style matters. The system itself is much like the *Legend of the Five Rings* RPG, which stresses roleplaying and dramatic moments over number-crunching; in fact, the systems are so similar that the authors point out the differences in a sidebar. However, it needs be noted that 7th Sea combat is considerably less lethal than its sister game, which allows it to capture the swashbuckling atmosphere where player characters will often—and should—attempt the dramatic action over the practical one.

This is also one of the few RPG worlds where player information and GM info was separated well; that is to say, the right information is where it's supposed to be. Players get what they need to know to start out in the world of Théah, and GMs get info on how things work and behind-the-setting plots. And there is a plethora of possibilities—from unexplored seas to religious wars to political strife to out-and-out war between rival countries over trade. GMs will appreciate how easy it can be to bring together seemingly unrelated characters due to the proximity of their homelands and the potential intrigue inherent in the setting.

PUBLISHER: Alderac Entertainment Group (AEG)

CATEGORY: Swashbuckling fantasy roleplaying game

RELEASE: September 1999

FORMAT: 256-page hardcover *Players' Guide* and *Game Masters' Guide*

SUGGESTED RETAIL: \$29.99 each

The Bad

The system is good, but it lacks definite answers in places. At times, the system interferes with the drama despite the designers' best intentions, as the lack of specific statistics in some cases makes it difficult for PCs to judge the difficulty of an action; however, these instances are generally few and far between.

Also, while the color art—found only in the *Player's Guide*—is so stunning you'll want to frame it, the B&W art in both books runs from so-so to downright bilge; reproduced in the books, the art looks smudgy or amateurish in many places,

below board for such quality products. Similarly,

while the map background on each page adds to the atmosphere, it can be distracting while reading.

Lastly, the prices of the books: 60 bucks is a lot to spend on this if you're only going to read it. It is an extremely entertaining read and will certainly inspire you to new adventures, but for a gamemaster to drop that much gold on only the core products, he'd better intend on playing a lot to get his money's worth—and there's no intro adventure included. It's worth the price if you're going to play it, not just read it... And don't forget, your players will need to drop 30 dubloons for a *Player's Guide* of their own.

The Deal

It's a good beginning, and I look forward to seeing how the creators expand on the setting; however, I'm much more interested in seeing what adventures they cook up. The setting is already solid, but this game will die without good adventures. This game is not for those looking

for a hack 'n slash dungeon crawl; Théah demands more from its players, masters and creators. Only time will tell if it's truly worth exploring 7th Sea. ■ Brent Fishbaugh



THE VERDICT B+

INQUEST gamer

MORE

MAGIC

PERIOD.

InQuest Gamer is the only monthly magazine for *Magic: The Gathering* fans. Each issue now features expanded *Magic* coverage and players guides.



Fossil

A full zoo with poison spew, but no Mew.

Eleven bucks a pack at the tie shop in your local mall? Must be time for a new *Pokémon* set. The hottest Japanese import ever continues its rise with the English version of the game's third expansion—the loosely-themed *Fossil* set.

The Good and the Bad

New trainers, new pokémon... Let's start with the first. Unlike *Jungle*, which skimped on trainer cards, *Fossil* includes several good ones. The most interesting is the Mysterious Fossil, which can evolve into Aerodactyl, Kabuto or Omanyte. There are also some nasty pokémon powers that are sure to shake things up, like Aerodactyl's prehistoric power, which prevents evolutions from being played. *Fossil* also has an impressive array of basic pokémon, like Magmar—the first fire, poison-spewing poké that can. Best of all, the set fills out the roster of pokémon, letting you choose from any of the 151 critters when building your deck. Well, almost.

The biggest downer is the absence of Mew, which was included in the Japanese set, but not this one. Yes, it's the rarest of all the pokémon, but why would Wizards of the Coast take it out—other than to generate buzz for the *Pokémon* League? Also, there are some balance problems. Aerodactyl can be a complete hoser against certain decks, and its antidote doesn't arrive until the *Team Rocket* expansion.

The Deal

No doubt about it, *Fossil* ups the power level of the game. The pokémon are tougher, and the new powers are more dangerous. It's just too bad we got Mew-screwed. ■ Jeff Hannes

PUBLISHER: Wizards of the Coast

CATEGORY: Anime CCG expansion

RELEASE: October 1999

FORMAT: 62-card set; 11-card booster packs

SUGGESTED RETAIL: \$3.25 per booster



THE VERDICT B+

Dark • Matter

Greys, Men in Black and the Sasquatch come together in one of TSR's best campaign settings ever.

Midnight on a games shop shelf: The *Conspiracy X* RPG lights a shakily held cigarette and looks over his shoulder. Paranoia? No, they're out to get him. As the match burns low he sees the clones of his enemy around him. Its name is *Dark•Matter*, the conspiracy campaign setting for the *Alternity* RPG. And the shop's got multiple copies!

The Good and the Bad

That wouldn't take a conspiracy to explain, however. *Dark•Matter* is worth stocking because it's worth buying. It may contain all the genre regulars—greys, Men in Black, secret societies, the Sasquatch and so on—but it ties them together with a stronger setting than most games. The players will likely be your typical researchers into the paranormal—from the Hoffman Institute, in this case—but they could just be beat cops caught in the crossfire or even alien greys. The *Alternity* rules are fairly unintrusive, and the sheer breadth of material you get—on history, on strange places and on secret societies in particular—makes *Dark•Matter* worth buying even as a sourcebook for other games.

Flaws are hard to find. It even has an index, a hard cover and reasonable artwork. It might overwhelm novice gamemasters or players because of all the possible plot strands and protagonists, but a little selectivity on the part of the GM will solve that.

The Deal

Delta Green may be the king of the conspiracy genre, but *Dark•Matter* is a strong second. This is one of the best campaign settings Wizards of the Coast/TSR has ever produced.

■ Dan Joyce

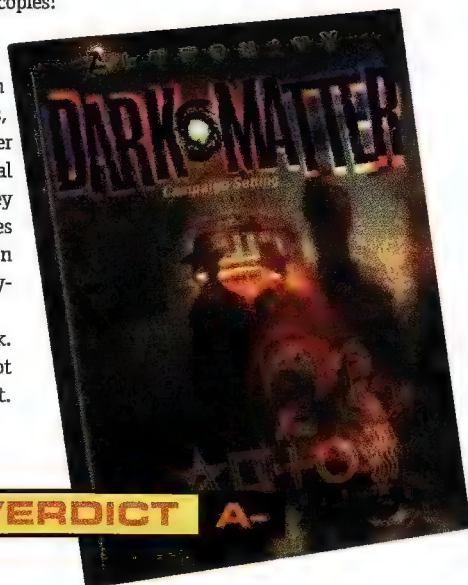
PUBLISHER: TSR

CATEGORY: Science fiction RPG supplement

RELEASE: December 1999

FORMAT: 64-page softcover

SUGGESTED RETAIL: \$13.95



THE VERDICT A-

Jedi Council

How many different versions of Jar Jar do you need?

Star Wars CCG? What's that? In the offices of Decipher, Luke and Vader are on hold, while Qui-Gon and Darth Maul are back for seconds in *The Jedi Council*. If you enjoyed the first *Young Jedi* set, you'll find little fault with the latest set. However, that might not be a good thing...

The Good and the Bad

No surprise here—the Light side is filled with Jedi, while the Dark side's main additions are a slew of senators and several new podracers. As with the first set, all the name characters are included, though most of them have Coruscant's blue borders instead of Tatooine's yellow. This is nice if you combine the two sets, since it gives you more deckbuilding options. Another plus is the collation. With only 30 rares, you won't have a difficult time trading for a set after buying just one box.

On the downside, *Jedi Council* is about as exciting as the "love" scenes between Anakin and Amidala. The most interesting cards are the Jedi, but they're too expensive to add anything more than a supplementary strategy to your deck. And while there are a couple new concepts for weapons and battle cards, most are just rehashed from the first set. Also, the balance is bizarre; why is Amidala's Blaster more powerful than Darth Maul's Lightsaber?

The Deal

To say *Jedi Council* is more of the same is as enlightening as pointing out how annoying Jar Jar is. If you enjoy the collector's aspect, you'll get your money's worth, but if you want to expand the depth of your play, you're better off making up your own new rules. ■ Jeff Hannes

PUBLISHER: Decipher

CATEGORY: Science fiction CCG expansion

RELEASE: October 1999

FORMAT: 140-card set; 11-card booster packs

SUGGESTED RETAIL: \$2.45 per booster;

\$6.95 per starter



THE VERDICT

B-

Tikal

If you possess the soul and brains of an archeologist, you'll dig it.

Beer, pretzels, tanks and board games: all things that Germans do best. That's why getting a new German game is always cause for celebration here at *InQuest* HQ. And so it was with *Tikal*, the game of exploring ancient Mayan ruins in Central America.

The Good and the Bad

Starting with a cleverly designed box that exhibits more engineering than the average Ford Pinto and continuing with the wooden counters and full-color hex tiles, every component is a thing of beauty. All these spanky wood and cardboard doodads are what first attracted us to *Tikal* and they don't disappoint.

The game play, however, doesn't live up to all this component coolness. Playing *Tikal* never gives players the feeling of wonder they should get from unearthing an ancient civilization. Instead, *Tikal* is a mostly tactical game of hex control that requires constant mental calculation to play well. That's not necessarily a bad thing, and since *Tikal*'s mechanics are simple enough, play never bogs down. But neither does it get you really involved like truly great board games, such as *Settlers of Catan* and Rio Grande's own *El Grande*, do.

The Deal

Tikal is fun and a cinch to learn. And then there're those wonderful components. But it's a brain-drain to play and you'll never get the feeling you're bushwhacking for artifacts in the jungles of Guatemala. ■ Tom Slizewski

PUBLISHER: Rio Grande Games

CATEGORY: Board game

RELEASE: Summer 1999

FORMAT: Board, 36 hex tiles, 48 temple tiles, 24 treasure wafers, 88 various wooden pieces, 4 rules summary tiles, rulebook

SUGGESTED RETAIL: \$44.95



THE VERDICT

B

Drakan: Order of the Flame

All the personality you'd expect from a Lara Croft clone.

Wasn't Lara Croft fun with pistols? Wouldn't she be even more fun with a dragon and a big, bloody sword? That's the premise behind *Drakan*, Psygnosis' game of medieval mayhem starring the curvaceous Rynn, a dragon-riding warrior on the trail of her kidnapped brother.

The Good and the Bad

Drakan's big selling point is riding a dragon, a cool concept executed with moderate success. Its plot is linear, but offers up enough twists and turns to keep things interesting. The detailed world map and dragon encourage exploration.

However, this isn't exactly the most innovative game ever. Rynn not only looks like Lara Croft—right down to her swaying ponytail and back-straining figure—she even has the same signature moves. The dragon riding could be cooler, as clouded visibility limits the exhilaration of riding atop its scaled back—and there's not much else to do than travel from A to B and avoid potshots from other dragons and goblin catapults. Rynn herself looks great, but her movement is rather sluggish, quite a black mark considering that the slightest misstep can send you back to your last save point.

The Deal

Drakan is a competent game saddled with subpar graphics and play. Despite some valuable innovations, like a cool inventory system, a well-planned map updating feature and the ability to ride a winged dragon, it falls considerably short of greatness. ■ Dan DiGiacomo

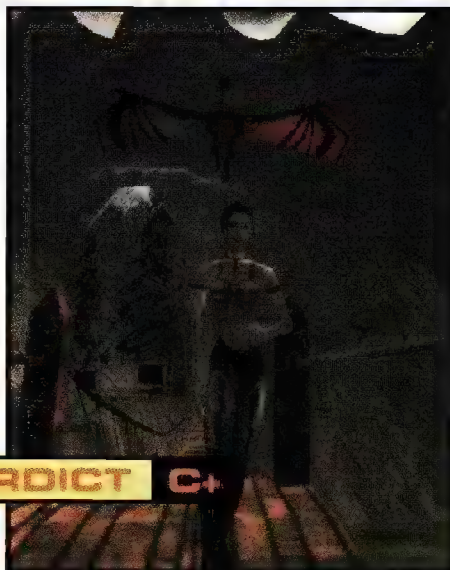
PUBLISHER: Psygnosis Ltd.

CATEGORY: Fantasy computer game

RELEASE: October 1999

SYSTEM REQUIREMENTS: Windows 95/98, 166 MHz Pentium, 32 MB RAM, 320 MB HD space

SUGGESTED RETAIL: \$39.99



THE VERDICT C+

Axis & Allies

This adaptation falls apart like a Polish tank on a cobblestone road.

Axis & Allies the board game is well known as a die-rolling romp loosely based on World War II. It's from the "roll a six, sink a battleship" school of realism but has a surprising amount of strategy mixed with the ample dice chucking.

The Good and the Bad

Unfortunately, *Axis & Allies*' move to the computer has proven a rough one. Aside from the graphics and interface, both of which are decent, there's not much good to report.

The A.I.—"Autistic Intelligence," in this case—is so bad anyone who's ever made it through the first level of *Pac Man* should be able to beat it at the highest difficulty level the first time through. But the A.I. isn't merely stupid; it's also slow. I've played chess simulators that take less time to take a turn. And going back to stupid: The game never realizes when a country has been defeated, continuing to take turns for nations that no longer have any units. It continues to roll attack dice even after it's scored enough hits to eliminate all enemy units. In combat, it will choose to lose a good unit, a bomber for example, rather than take a hit on a battleship; I could go on...

The Deal

The designers really dropped the bomb... err, I mean ball, on adapting this classic game for the computer. It can only be recommended for multiplayer network play, where the feeble A.I. is taken out of the loop. ■ Tom Slizewski

PUBLISHER: Hasbro Interactive

CATEGORY: War-strategy computer game

RELEASE: November 1999

SYSTEM REQUIREMENTS: Windows 95/98, Pentium 133 MHz, 16 MB RAM, 40 MB HD space 4x CD-ROM

SUGGESTED RETAIL: \$29.95



THE VERDICT D

CardSTOCK

Gotta Find 'Em All by Jeff Hannes

You knew it was going to happen sooner or later. That yellow vermin Pikachu and his pals have infested the CCG world, and now, they're dominating the market. Meanwhile, *Magic* is smack dab in the middle of expansion releases, so interest in singles has cooled. What does this mean to you? It means the *Pokémon* wave is the main topic this month. Brace yourselves.

Japanamania

Interest in *Pokémon* cards has continued to soar, especially during the holiday season. And now that *Fossil* cards are finally obtainable for a reasonable price—\$4 to \$7 per pack in most places—the ravenous crowd has turned its attention to the Japanese front. As more and more Japanese promo cards work their way through customs, more and more Americans are buying them.

The most notable promos circulating these days include Birthday Pikachu (about \$500)—which pictures Pikachu and a candle-topped cake—and Ancient Mew (\$80), which has all its text replaced by Egyptian-esque hieroglyphic symbols. Interest has also been high for the “vending machine cards.” There are three 36-card sets, and they're only available in packs that you get out of vending machines in Japan. The three-card packs sell for about \$10 each in the U.S., while a complete 36-card set costs about \$150.



INCOMING!! By land, sea and air, Pikachu continues to dominate the CCG scene.

Sky High

Some of the most difficult cards to track down are the All Nippon Airways (ANA) promo cards which were only available if you redeemed your plane ticket from certain flights. There are three packages of two cards each, including various versions of Flying Pikachu, and they sell in the States for as high as \$200 per set. Of course, these same cards can be found in Japan by a scrupulous collector for a tenth of the cost. That's the price you pay for immediate gratification—and not having to fly overseas.

Another hot ticket is the *Pokémon Collection*, a Japanese music CD that comes with 10 cards. It's a nice spread of cards, including unique versions of Arcanine, Mewtwo, Mew, a pair of trainer cards and five holofoils. Three of the holofoils are reprints from the basic set with alternate art, including Charizard and Blastoise. American dealers are selling the CD in the \$100-\$150 range, though once again, it's available for about \$40 less in Japan.

Bottom line, if you're on the hunt for promos, note that the prices have a wide range. If a price seems too high, try to find the card somewhere else. The “gotta catch 'em all” mentality is doomed to failure if you're trying to procure every single Japanese promo—you'd be hard-pressed to find a dealer who could claim that kind of success—so be choosy about which cards you spend your cash on.

American Beauties

While there are already over 80 Japanese promo cards, the English promos are just getting started. The four promo cards from “*Pokémon: The First Movie*” might have seemed easy enough to obtain when the film was first released, but the supply quickly dried up. Now the promo versions of Pikachu, Mewtwo, Dragonite and Electabuzz are hot tickets, so to speak. If you're still looking to grab these cards, they're not too hard to find. Many dealers had the foresight to get several copies when the movie opened, but cost is another issue; they'll run you between \$15 and \$20 each on the secondary market.

WHAT'S HOT

TOP 10 CCGs

1. *Pokémon*
2. *Magic: The Gathering*
3. *Legend of the Five Rings*
4. *Star Trek CCG*
5. *Young Jedi CCG*
6. *Star Wars CCG*
7. *7th Sea*
8. *Deadlands: Doomtown*
9. *Babylon 5 CCG*
10. *Austin Powers CCG*

BIGGEST MOVER

STAR TREK CCG

It's been awhile, but Trek returns to the top five this month. Emily Dechner's book-supported game, the two major recent expansions have added new facets to play and given the hard-tracker collector a desire to live long and collect.



in other NEWS...

EVERY CLOUD HAS A FOIL LINING Activity in the *Magic* singles scene is down, but one area of the price guide that's seeing a lot of red is the *Urza's Destiny* foil listing. Almost across the board, prices have increased, evidence that *Magic* collectors have shifted their focus. Thorn Elemental leads the charge, rising to \$20, though most of the increases have been among the common and uncommon cards. One contributing factor could be the release of foil basic lands in *Mercadian Masques*. There's an attraction to crafting all-foil decks that gives *Magic* players with extra cash something to spend it on.

Ironically, prices for the *Urza's Legacy* foils are almost universally down this month. Why? It takes time for the dust to settle after the initial buzz of something new. Sure, *Legacy* has been out for almost a year now, but sweeping trends in the card collecting industry rarely happen overnight. *Legacy* was the first set to include foil cards, so they immediately commanded a lot of attention and high prices. As foils have become more commonplace—though not necessarily more common—the prices have gradually settled. Eventually, you can expect to see prices for *Legacy*, *Destiny* and *Masques* foils gravitate toward the same range.

FERengi RULE At last, the Ferengi rule the latest expansion for the *Star Trek CCG*. Not long after the release of *Blaze of Glory*, another *Star Trek* set is gracing store shelves. However, don't expect it to make any major waves in the singles market. The most noticeable difference between this latest set and its predecessor is the lack of foil cards. Whereas Decipher had been making a habit of including 18-card ultra-rare foil sets randomly inserted into booster packs, *Rules of Acquisition* has none of these goodies.

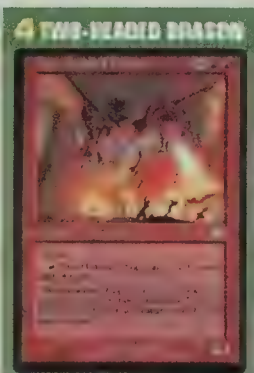
As for which singles will command the most attention. Well, since the set's mostly Ferengi you won't see any barn-burners. With seven skills, a download ability and a variable integrity, Quark is the main gun in the set. Other "names" that should draw interest include Rom, Nog and everyone's favorite barfly Norm, er, Morn.

Senior Editor Jeff Hannes would like to thank Squirtle, without whom this column would not have been possible.

TOP 10 CARDS

1 SQUEE

No surprise this month—Squee continues to be the hottest card in *Magicland*, while Masticore is once again running a close second. The biggest change from last month is the resurgence of the Morphling, which has stormed onto the list at number three thanks to its increasing popularity in tournament play. The Two-headed Dragon, Birbery and Treachery still fill the middle, while the combo-oriented Replenish and Magistrate's Scepter have worked their way onto the list. Guess *Magic* players just can't resist the possibility—however remote—of infinite turns.



MAGIC The Gathering®

ALPHA LIMITED

WIZARDS OF THE COAST-1993

Cards have black borders.
Alpha cards have rounder corners
when compared to Beta cards.

Full Set (300 cards)	\$3,300.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	1,150.00
Booster Pack (15 cards)	115.00
Booster Box (36 packs)	3,200.00

All unlisted cards are 80% of Beta value.

Unlisted Alpha errors are worth 125% of Beta value.

Black Lotus	ART R	300.00
Chaos Orb	SC R	75.00
Force of Nature	SC R	20.00
Forcefield	ART R	85.00
Gaea's Liege	SC R	11.00
Gauntlet of Might	ART R	100.00
Jade Monolith	ART R	8.00
Living Wall	AC U	4.00
Lord of Atlantis	SC R	13.00
Mana Short	INS R	10.00
Max Emerald	ART R	160.00
Max Jet	ART R	160.00
Max Pearl	ART R	160.00
Max Ruby	ART R	160.00
Max Sapphire	ART R	160.00
Orchid Artillery	SC U	5.00
Orchid Driftflame	EN U	12.00
Roc of Kher Ridges	SC R	12.00
Rock Hydra	SC R	14.00
Sedge Troll	SC R	14.00

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards)	3,000.00
Starter Deck (60 cards)	275.00
Starter Box (10 decks)	2,500.00
Booster Pack (15 cards)	130.00
Booster Box (36 packs)	3,200.00
Unlisted Commons	75

Air Elemental	SC U	3.00
Ancestral Recall	INS R	200.00
Animate Artifact	EA U	2.00
Animate Dead	EN U	2.50
Animate Wall	EC R	5.50
Ankh of Mishra	ART R	6.00
Armageddon	SOR R	28.00
Aspect of Wolf	EC R	7.50
Bad Moon	EN R	17.50
Badlands	LAN R	46.00
Balance	SOR R	31.00
Basalt Monolith	ART U	5.00
Bayou	LAN R	42.00
Berserk	INS U	42.00
Birds of Paradise	SC R	47.00
Black Knight	SC U	11.00
Black Lotus	ART R	350.00
Black Vise	ART U	9.00
Black Ward	EC U	2.00
Blaze of Glory	INS R	36.00
Blessing	EC R	8.00
Blue Ward	EC U	2.00
Bog Wraith	SC U	1.50
Brangysseer	SOR R	25.00
Burrowing	EC U	1.50
Camouflage	INS U	11.00
Castle	EN U	2.00
Celestial Prism	ART U	2.00
Channel	SOR U	2.50
Chaos Orb	ART R	70.00
Chaosclasp	INT R	5.00
Clockwork Beast	AC R	6.00
Clone	SC U	7.50
Cockatrice	SC R	8.00
Consecrate Land	EL U	6.00
Conservator	ART U	2.00
Contract from Below	SOR R	8.00
Control Magic	EC R	6.00
Conversion	EN U	2.00
Copper Tablet	EN R	7.00
Cozy Artifact	ART R	14.00

Counterspell	INT U	12.00
Crusade	EN R	18.00
Crystal Rod	ART R	2.00
Cursed Land	EL U	2.00
Cyclopean Tomb	ART R	50.00
Dark Ritual	MS C	4.50
Darkpact	SOR R	8.00
Deathgrip	EN U	2.00
Deathlace	INT R	5.00
Demonic Attorney	SOR R	7.00
Demonic Hordes	SC R	16.00
Demonic Tutor	SOR U	15.00
Diagonal Egg	ART R	7.00
Disenchant	INS C	4.00
Disintegrate	SOR C	3.00
Disrupting Scapiter	ART R	12.00
Drain Life	SOR C	2.50
Dragon Whelp	SC U	4.50
Drain Power	SOR R	8.00
Dwarven Demolition Team	SC U	9.00
Earth Elemental	SC U	2.00
Earthbind	EC C	1.25
Earthquake	SOR R	14.00
Elvish Archers	SC R	10.00
Evil Presence	EL U	2.00
Faerie Orders	INS C	4.00
Farmstead	EL R	6.00
Fastbond	EN R	13.00
Feedback	EE U	2.00
Fire Elemental	SC U	2.00
Fireball	SOR C	4.00
Flashfire	SOR U	2.50
Force of Nature	SC R	24.00
Forcefield	ART R	100.00
Fork	INT R	22.00
Fungusaur	SC R	10.00
Gaea's Liege	SC R	10.00
Gauntlet of Might	ART R	100.00
Giant Growth	INS C	3.00
Glasses of Urza	ART U	2.00
Gloom	EN U	2.00
Goblin Balloon Brigade	SC U	3.00
Goblin King	SC R	12.00
Granite Gargoyle	SC R	12.00
Green Ward	EC U	2.00
Guardian Angel	INS C	1.00
Hein of Chetuk	ART R	5.50
Hive The	ART R	6.00
Howling Mine	ART R	20.00
Hurricane	SOR U	3.00
Hyponic Specter	SC U	12.00
Ice Storm	SOR U	24.00
Icy Manipulator	ART U	35.00
Illusory Mask	ART R	22.00
Instill Energy	EC U	2.00
Invisibility	EC C	3.50
Iron Star	ART U	2.00
Island Sanctuary	EN R	5.50
Ivory Cup	ART U	3.00
Jade Monolith	ART R	7.50
Jade Statue	ART U	10.00
Jayemdae Tome	ART R	15.00
Junglemaul	AC U	7.00
Karma	EN U	4.00
Keldon Warlord	SC U	2.50
Kormus Bell	ART R	7.00
Kudzu	EL R	5.00
Lance	EC U	3.00
Ley Druid	SC U	2.00
Library of Ulgm	ART U	3.00
Lich	EN R	50.00
Lifeforce	EN U	2.00
Lifelace	INT R	4.00
Lifelap	EN U	2.00
Lightning Bolt	INS C	8.00
Living Artifact	EA R	7.00
Living Lands	EN R	5.00
Living Wall	AC U	4.00
Ulanwar Elves	SC C	2.00
Lord of Atlantis	SC R	12.00
Lord of the Pit	SC R	16.00
Lure	EC U	2.00
Magical Hack	INT R	9.00
Mahamoti Djinn	SC R	16.00
Manatarts	EN R	6.00
Mana Flare	EN R	12.00
Mana Short	INS R	9.00
Mana Vault	ART R	13.00

Moelstone	ART R	6.00
Mind Twist	SOR R	5.00
Max Emerald	ART R	185.00
Max Jet	ART R	185.00
Max Pearl	ART R	190.00
Max Ruby	ART R	185.00
Max Sapphire	ART R	185.00
Natural Selection	INS R	20.00
Nether Shadow	SC R	7.00
Nettling Imp	SC U	4.00
Nevynmal's Disk	ART R	26.00
Nightmare	SC R	16.00
Northern Paladin	SC R	10.00
Obsidian Solen	AC U	2.00
Orchid Artillery	SC U	2.00
Orchid Driftflame	EN U	2.00
Paralyze	EC C	1.00

Reverse Damage	INS R	10.00
Righteousness	INS R	6.50
Roc of Kher Ridges	SC R	10.00
Rock Hydra	SC R	10.00
Rod of Ruin	ART U	3.00
Royal Assassin	SC R	24.00
Sacrifice	INT U	2.00
Savannah	LAN R	38.00
Savannah Linns	SC R	17.00
Scavenging Ghoul	SC U	2.00
Scrubland	LAN R	40.00
Sedge Troll	SC R	15.00
Sengir Vampire	SC U	13.00
Serra Angel	SC U	18.00
Shatter	INS C	1.00
Shivan Dragon	SC R	44.00
Simulacrum	INS U	3.00
Sinkhole	SOR C	11.00

Timber Wolves	SC R	5.00
Time Vault	ART R	65.00
Time Walk	SOR R	200.00
Timebinder	SOR R	160.00
Treasure Island	LAN R	40.00
Tsunami	SOR U	2.00
Tundra	LAN R	45.00
Tunnel	SOR U	2.00
Two-Headed Giant of Forys	SC R	38.00
Underground Sea	LAN R	38.00
Uttersen Trail	SC U	2.25
Verduran Enchantress	SC R	8.00
Vesuvan Doppelganger	SC R	30.00
Veteran Bodyguard	SOR R	12.00
Volcanic Eruption	SOR R	8.00
Volcanic Island	LAN R	44.00
Wall of Air	SC U	2.00
Wall of Bone	SC U	2.00
Wall of Brambles	SC U	2.00
Wall of Fire	SC U	1.75
Wall of Ice	SC U	1.75
Wall of Stones	SC U	2.00
Wall of Swords	SC U	2.00
Wall of Water	SC U	1.00
Wanderlust	EC U	2.00
Warp Artifact	EA R	8.00
Water Elemental	SC R	2.00
Web	EC R	8.00
Wheel of Fortune	SOR R	31.00
White Knight	SC U	7.00
White Ward	EC U	2.00
Wish-O The-Whip	SC R	14.00
Winter Orb	ART R	17.00
Wooden Sphere	ART U	2.00
Word of Command	INS R	42.00
Wrath of God	SOR R	41.00
Zombie Master	SC R	8.00



DOUBLE TAKES

TOURNAMENT CALIBER

Many different Magic tournament formats have been developed over the years, and some even inspired new cards. *Alliances' Phyrexian Portal* is based on the Solomon draft, where one player splits cards into two piles and gives the opponent the choice of which to keep. *Thieves' Auction*, from *Mercadian Masques*, comes from the Rochester draft, where players rotate choices of cards on the table.

Personal Incarnation	SC R	7.00
Pestilence	EN C	1.00
Phantasmal Forces	SC U	2.00
Phantom Monster	SC U	2.50
Phantom Ship	SC R	6.00
Plateau	LAN R	45.00
Power Sink	INT C	1.00
Prodigious Sorcerer	EN R	6.00
Psionic Blast	INS U	32.00
Purulence	INT R	5.50
Raise Dead	SOR C	1.00
Raging River	EN R	25.00
Red Elemental Blast	INT C	1.00
Red Ward	EC U	2.00
Regrowth	SOR U	9.00
Resurrection	SOR U	3.00

Siren's Call	INS U	3.00
Sleight of Mind	INT R	7.50
Smoke	EN R	6.50
Sol Ring	ART U	17.00
Soul Net	ART U	2.00
Spell Blast	INT C	1.00
Stasis	EN R	6.50
Steal Artifact	EA U	2.00
Stone Giant	SC U	1.50
Stone Rain	SOR C	1.00
Sunghlasses of Urza	ART R	5.00
Swords to Plowshares	INS U	15.00
Taiga	LAN R	45.00
Terror	INS C	2.00
Thicket Basilisk	SC U	2.00
Thoughtflood	INT R	5.00
Throne of Bone	ART U	2.00

UNLIMITED EDITION WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	\$2,500.00
Starter Deck (60 cards)	200.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	100.00
Booster Box (36 packs)	2,500.00
Unlisted Commons	25

Air Elemental	SC U	1.50
Ancestral Recall	INS R	140.00
Animate Artifact	EA U	1.00
Animate Dead	EN U	1.00
Animate Wall	EC R	3.00
Ankh of Mishra	ART R	3.00
Armageddon	SOR R	8.00
Aspect of Wolf	EC R	4.50
Bad Moon	EN R	7.00
Badlands	LAN R	14.00
Balance	SOR R	6.00
Basalt Monolith	ART U	2.00
Bayou	LAN R	14.00
Berserk	INS U	26.00
Birds of Paradise	SC R	10.00
Black Knight	SC U	2.00
Black Lotus	ART R	275.00
Black Vise	ART U	2.50
Black Ward	EC U	1.00
Blaze of Glory	INS R	26.00
Blessing	EC R	5.00
Blue Ward	EC U	1.00
Bog Wraith	SC U	1.00
Brangysseer	SOR R	10.00
Burrowing	EC U	1.00
Camouflage	INS U	5.50
Castle	EN U	1.50
Celestial Prism	ART U	1.00
Channel	SOR U	1.00
Chaos Orb	ART R	48.00
Chaosclasp	INT R	3.00
Clockwork Beast	AC R	4.00
Clone	SC U	5.00
Cockatrice	SC R	5.00
Consecrate Land	EL U	1.50
Conservator	ART U	7.00
Contract from Below	SOR R	4.50
Control Magic	EC R	4.00
Conversion	EN U	1.00

MAGIC DATA

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	IL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

● Copper Tablet	ART U	7.00
● Copy Artifact	EN R	7.50
● Counterspell	INT U	2.00
○ Crusade	EN R	7.00
● Crystal Rod	ART U	1.00
● Cursed Land	EL U	.75
● Cyclopean Tomb	ART R	36.00
● Darkport	SOR R	4.00
● Deathrip	EN R	1.00
● Deathlace	INT R	2.50
● Demonic Attorney	SOR R	4.00
● Demonic Hordes	SC R	13.00
● Demonic Tutor	SOR R	6.00
● Dingus Egg	ART R	3.00
● Disrupting Scepter	ART R	4.00
● Dragon Whelp	SC U	1.50
● Drain Power	SOR R	4.00
● Dwarven Demolition Team	SC R	5.00
● Earth Elemental	SC U	1.00
● Earthbind	EC C	.50
● Earthquake	SOR R	5.00
● Elvish Archers	SC R	5.00
● Evil Presence	EL U	1.00
● False Orders	INS C	1.50
○ Farmstead	EL R	4.00
● Fastbond	EN R	5.00
● Feedback	EE U	.75
● Fire Elemental	SC U	1.00
● Flashfires	SOR U	1.00
● Force of Nature	SC R	7.00
● Forcefield	ART R	80.00
● Fork	INT R	18.00
● Fungusaur	SC R	5.00
● Gaea's Liege	SC R	6.00
● Gauntlet of Might	ART R	80.00
● Glasses of Urza	ART U	1.00
● Gloom	EN U	1.00
● Goblin Balloon Brigade	SC U	1.50
● Goblin King	SC R	6.00
● Granite Gargoyle	SC R	8.00
○ Green Ward	EC U	1.00
○ Guardian Angel	INS C	.50
● Helm of Chatzruk	ART R	3.00
● Hive, The	ART R	5.00
● Howling Mine	ART R	8.00
● Hurricane	SOR U	1.00
● Hypnotic Specter	SC U	3.00
● Ice Storm	SOR U	20.00
● Icy Manipulator	ART U	22.00
● Illusory Mask	ART R	24.00
● Instill Energy	EC U	2.00
● Invisibility	EC C	2.00
● Iron Star	ART U	1.00
● Island Sanctuary	EN R	4.00
● Ivory Cup	ART U	1.00
● Jade Monolith	ART R	3.00
● Jade Statue	ART U	8.00
● Jayemdae Tome	ART R	5.00
● Juggernaut	AC U	4.00
○ Karma	EN U	1.00
● Keldon Warlord	SC U	1.00
● Kormus Bell	ART R	4.00
● Kudzu	EL R	4.00
○ Lance	EC U	1.25
● Ley Druid	SC U	1.00
● Library of Leng	ART U	1.00
● Lich	EN R	32.00
● Lifeforce	EN U	.75
● Lifelace	INT R	3.00
● Lifetap	EN U	1.00
● Lightning Bolt	INS C	2.50
● Living Artifact	EA R	3.00
● Living Lands	EN R	3.00
● Living Wall	AC U	2.00
● Lord of Atlantis	SC R	5.00
● Lord of the Pit	SC R	6.00
● Lure	EC U	1.00
● Magical Hack	INT R	5.00
● Mahamoti Djinn	SC R	7.00
● Mana Flare	EN R	6.00
● Mana Short	INS R	5.00
● Mana Vault	ART R	5.00
● Manabarb	EN R	3.50
● Meekstone	ART R	5.00
● Mind Twist	SOR R	5.00
● Mox Emerald	ART R	150.00
● Mox Jet	ART R	150.00
● Mox Pearl	ART R	150.00
● Mox Ruby	ART R	150.00
● Mox Sapphire	ART R	155.00
● Natural Selection	INS R	21.00
● Nether Shadow	SC R	4.00
● Nettling Imp	SC U	1.00
● Nevinyrral's Disk	ART R	8.00
● Nightmare	SC R	7.00
○ Northern Paladin	SC R	6.00
● Obsidian Golem	AC U	1.00
● Orichalcum	SC U	1.00
● Orichalcum	EN U	1.00
○ Personal Incarnation	SC R	4.50
● Phantom Forces	SC U	1.00
● Phantom Monster	SC U	1.00
● Pirate Ship	SC R	3.50

● Plateau	LAN R	15.00
● Power Surge	EN R	3.50
● Psionic Blast	INS U	19.00
○ Purelake	INT R	3.00
● Raging River	EN R	26.00
● Red Ward	EC U	1.00
● Regrowth	SOR U	3.50
○ Resurrection	SOR U	1.50
○ Reverse Damage	INS R	5.50
● Righteousness	INS R	4.50
● Roc of Kher Ridges	SC R	5.50
● Rock Hydra	SC R	8.00
● Rod of Ruin	ART U	1.00
● Royal Assassin	SC R	10.00
● Sacrifice	INT U	1.50
● Savannah Lens	LAN R	15.00
○ Savannah Lens	SC R	5.00
● Scavenging Ghoul	SC U	1.00
● Scudbrawl	LAN R	15.00
● Sedge Troll	SC R	7.00
● Sengir Vampire	SC U	4.50
● Serra Angel	SC U	5.50
● Shivan Dragon	SC R	14.00
● Simulacrum	INS U	1.00
● Sinkhole	SOR C	10.00
● Siren's Call	INS U	1.00
● Sleight of Mind	INT R	4.50
● Smoke	EN R	3.50
● Sol Ring	ART U	5.00
● Soul Net	ART U	1.00
● Stasis	EN R	4.00
● Steal Artifact	EA U	1.00
● Stone Giant	SC U	1.00
● Sunglasses of Urza	ART R	4.00
○ Swords to Plowshares	INS U	2.00
● Taiga	LAN R	16.00
● Thicket Basilisk	SC U	1.50
● Thoughtlace	INT R	3.00
● Throne of Bone	ART U	1.00
● Timber Wolves	SC R	3.50
● Time Vault	ART R	52.00
● Time Walk	SOR R	170.00
● Timetwister	SOR R	110.00
● Tropical Island	LAN R	15.00
● Tsunami	SOR U	1.00
● Tundra	LAN R	15.00
● Tunnel	SOR U	1.00
● Two-Headed Giant of Forays	SC R	35.00
● Underground Sea	LAN R	15.00
● Uddhen Troll	SC U	.75
● Verduran Enchantress	SC R	3.50
● Vesuvan Doppelganger	SC R	18.00
○ Veteran Bodyguard	SC R	8.50
● Volcanic Eruption	SOR R	4.00
● Volcanic Island	LAN R	16.00
● Wall of Air	SC U	1.00
● Wall of Bone	SC U	1.00
● Wall of Brambles	SC U	1.00
● Wall of Fire	SC U	1.00
● Wall of Ice	SC U	1.00
● Wall of Stone	SC U	1.00
● Wall of Swords	SC U	1.00
● Wall of Water	SC U	1.00
● Wanderlust	EC U	1.00
● Warp Artifact	EA R	3.00
● Water Elemental	SC U	1.00
● Web	EC R	3.00
● Wheel of Fortune	SOR R	11.00
○ White Knight	SC U	2.00
○ White Ward	EC U	1.00
● Will-O'-The-Wisp	SC R	5.50
● Winter Orb	ART R	5.00
● Wooden Sphere	ART U	.75
● Word of Command	INS R	38.00
● Wrath of God	SOR R	8.00
● Zombie Master	SC R	4.50

● Birds of Paradise	SC R	6.00
● Bottle of Suleiman	ART R	2.00
● Brainreaper	SOR R	6.50
● Brass Man	AC U	.50
● Clone	SC U	6.00
● Contract From Below	SOR R	2.00
● Crumble	INS U	5.00
● Dancing Scimitar	AC R	2.00
● Demonic Attorney	SOR R	2.75
● Demonic Hordes	SC R	8.00
● Demonic Tutor	SOR U	4.00
● Desert Twister	SOR U	.75
● Dragon Engine	AC R	1.25
● Dwarven Weaponsmith	SC U	.50
● Ebony Horse	ART R	1.00
● El-Hajaj	SC R	2.50
● Energy Flux	EN U	.50
● Erg Raiders	SC C	.25
● Eye for an Eye	INS R	2.50
● Flying Carpet	ART R	1.75
● Hurkyl's Recall	INS R	2.00
● Island Fish Jasconius	SC R	2.00
● Ivory Tower	ART R	3.50
● Jandor's Ring	ART R	2.50
● Jandor's Saddlebags	ART R	2.00
● Kird Ape	SC C	.50
● Magnetic Mountain	EN R	2.00
● Mjave Djinn	SC R	4.00
● Milestone	ART R	4.50
● Mishra's War Machine	AC R	1.50
● Onulet	AC R	1.25
● Ornithopter	AC U	.50
● Primal Clay	AC R	1.50
● Rack, The	ART U	.75
● Reconstruction	SOR C	.25

● Tundra	LAN R	12.00
● Underground Sea	LAN R	13.00
● Unstable Mutation	EC C	.25
● Volcanic Island	LAN R	11.00

FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) \$200.00
 Starter Deck (60 cards) 10.00
 Starter Box (10 decks) 92.00
 Booster Pack (15 cards) 3.25
 Booster Box (36 packs) 85.00
 Commons 10
 Unlisted Uncommons 50

● Air Elemental	SC U	.50
● Aladdin's Lamp	ART R	2.00
● Aladdin's Ring	ART R	2.75
● Angry Mob	SC U	.50
● Animate Dead	EN U	.50
● Animate Wall	EC R	1.00
● Ankh of Mishra	ART R	2.50
● Armageddon	SOR R	7.50
● Armageddon Clock	ART R	2.00
● Ashes to Ashes	SOR U	.50
● Aspect of Wolf	EC R	2.00
● Bad Moon	EN R	5.00
● Balance	SOR R	3.50
● Ball Lightning	SC R	10.50
● Birds of Paradise	SC R	6.00
● Black Mana Battery	ART R	2.00
● Blessing	EC R	2.50

● Colossus of Sardia	AC R	3.50
● Control Magic	EC U	1.00
● Coral Helm	ART R	2.00
● Cosmic Horror	SC R	2.50
● Crimson Mantle	SC R	2.50
○ Crusade	EN U	5.00
● Cursed Land	EL U	.50
● Dancing Scimitar	AC R	2.00
● Deathlace	INT R	1.50
● Dingus Egg	ART R	2.00
● Disrupting Scepter	ART R	2.50
○ Divine Transformation	EC U	1.00
● Dragon Engine	AC R	1.50
● Dragon Whelp	SC U	.75
● Drain Power	SOR R	2.50
● Earthquake	SOR R	3.00
● Ebony Horse	ART R	1.50
● El-Hajaj	SC R	1.50
● Elder Land Wurm	SC R	2.50
● Elvish Archers	SC R	2.00
● Eye for an Eye	INS R	2.50
● Fellwar Stone	ART R	.75
● Flying Carpet	ART R	1.50
● Force of Nature	SC R	6.00
● Fungusaur	SC R	3.00
● Gaea's Liege	SC R	4.00
● Goblin King	SC R	4.00
● Breed	EN R	3.00
● Green Mana Battery	ART R	2.00
● Helm of Chatzruk	ART R	1.50
● Hive, The	ART R	2.00
● Howling Mine	ART R	5.00
● Hurkyl's Recall	INS R	2.00
● Hurt Jockal	SC R	1.50
● Hypnotic Specter	SC U	2.25
● Inferna	INS R	3.00
● Instill Energy	EC U	.50
● Island Fish Jasconius	SC R	1.50
○ Island Sanctuary	EN R	2.00
● Ivory Tower	ART R	3.00
● Jade Monolith	ART R	1.50
● Jandor's Saddlebags	ART R	2.00
● Jayemdae Tome	ART R	3.50
● Junun Efreet	SC U	.50
● Keldon Warlord	SC U	.50
● Killer Bees	SC U	1.00
○ Kismet	EN U	.50
● Kormus Bell	ART R	2.00
○ Land Tax	EN R	4.00
● Leviathan	SC R	4.00
● Lifelace	INT R	1.50
● Living Artifact	EA R	2.00
● Living Lands	EN R	1.75
● Lord of Atlantis	SC R	4.00
● Lord of the Pit	SC R	4.50
● Magical Hack	INT R	2.00
● Magnetic Mountain	EN R	2.00
● Mahamoti Djinn	SC R	5.00
● Mana Clash	SOR R	2.50
● Mana Flare	EN R	5.00
● Mana Short	INS R	2.00
● Mana Vault	ART R	3.00
● Manabarb	EN R	2.50
● Meekstone	ART R	2.50
● Millstone	SOR R	4.50
● Mind Twist	ART R	2.50
● Mishra's Factory	LAN U	2.00
● Mishra's War Machine	AC R	1.50
● Nether Shadow	SC R	2.50
● Nevinyrral's Disk	ART R	6.50
● Nightmare	SC R	5.50
○ Northern Paladin	SC R	3.00
● Onulet	AC R	1.50
○ Personal Incarnation	SC R	3.00
● Pirate Ship	SC R	2.00
● Power Surge	EN R	2.00
● Primal Clay	AC R	1.50
● Psionic Entity	SC R	1.50
○ Purelake	INT R	1.50
● Rack, The	ART U	1.00
● Radjan Spirit	SC U	.50
● Rag Man	SC R	2.00
● Rebirth	SOR R	2.00
● Red Mana Battery	ART R	1.50
○ Reverse Damage	INS R	2.25
● Righteousness	INS R	3.00
● Royal Assassin	SC R	9.50
○ Savannah Lens	SC R	4.00
● Sengir Vampire	SC U	4.50
● Serra Angel	SC U	6.00
● Shapeshifter	AC U	1.00
● Shivan Dragon	SC R	11.00
● Simulacrum	INS U	.50
● Siren's Call	INS U	.50
● Sleight of Mind	INT R	2.00
● Smoke	EN R	2.50
● Sorceress Queen	SC R	3.00
○ Spirit Link	EC U	1.50
● Stasis	EN R	3.50
● Strip Mine	LAN R	2.00
● Sunglasses of Urza	ART R	2.50
○ Swords to Plowshares	INS U	1.00
● Sylvan Library	EN R	4.00

DOUBLE TAKES

MODERN MYTH, PART 1

Contrary to popular belief, very few—if any—gunfighters could shoot the pistol out of an opponent's hand or even count on hitting a foe without more than a few shots. The weapons then just weren't as precise compared to the guns produced by the machine-created, mass-production methods of today. Think Eastwood in "Unforgiven" rather than his early roles.

○ Reverse Polarity	INS C	.25
● Rocket Launcher	ART R	3.00
● Savannah	LAN R	13.00
● Serubland	LAN R	13.00
● Serendipity	SC R	6.00
● Shatterstorm	SOR U	1.25
● Sol Ring	ART U	4.00
● Sorceress Queen	SC R	4.00
● Taiga	LAN R	15.00
● Titania's Song	EN R	1.75
● Tropical Island	LAN R	13.00

REVISED EDITION

WIZARDS OF THE COAST 1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards) \$275.00
 Starter Deck (60 cards) 30.00
 Starter Box (10 decks) 250.00
 Booster Pack (15 cards) 9.50
 Booster Box (36 packs) 300.00

● Aladdin's Lamp	ART R	2.50
● Aladdin's Ring	ART R	1.50
● Armageddon Clock	ART R	2.00
● Atop	SC C	.25
● Badlands	LAN R	13.00
● Basalt Monolith	ART U	.75
● Bayou	LAN R	13.00

MAGIC

The Gathering®

Price Guide

● Tempest Efreit	SC R	1.50
● Tetravus	AC R	2.50
● Thoughtlace	INT R	1.50
● Timber Wolves	SC R	2.50
● Time Elemental	SC R	4.00
● Titan's Song	EN R	2.00
● Triskelion	AC R	3.00
● Urza's Avenger	AC R	3.00
● Uthdeen Troll	SC U	1.00
● Verduran Enchantress	SC R	2.00
● Volcanic Eruption	SOR R	2.00
● Wanderlust	EC U	.50
● Warp Artifact	EA R	1.50
● Web	EC R	2.50
● White Mana Battery	ART R	1.50
● Whirling Dervish	SC U	1.00
● Will-O'-The-Wisp	SC R	4.00
● Winds of Change	SOR R	2.50
● Winter Blast	SOR U	.75
● Winter Orb	ART R	4.75
● Wrath of God	SOR R	7.00
● Xenic Poltergeist	SC R	1.50
● Zombie Master	SC R	3.00

● Evil Eye of Orms-by-Gore	SC U	1.00
○ Eye for an Eye	INS R	3.00
● Fallen Angel	SC U	1.00
● Feldon's Cane	ART U	1.00
● Fellwar Stone	ART U	1.00
● Feroz's Ban	ART R	.75
● Fire Drake	SC U	1.50
● Flame Spirit	SC U	.50
● Flying Carpet	ART R	1.75
● Force of Nature	SC R	5.00
● Forget	SOR R	2.00
● Fountain of Youth	ART U	.50
● Fungusaur	SC R	3.00
● Fyndhorn Elder	SC U	.75
● Game of Chaos	SOR R	2.50
● Gauntlets of Chaos	ART R	3.00
● Goblin King	SC R	3.00
● Goblin Warrens	EN R	3.00
● Greater Realm of Pres.	EN U	1.00
● Havenwood Battleground	LAN U	.75

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (448 cards)	225.00
Starter Deck (50 cards)	9.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	.10
Unlisted Uncommons	.50

● Abyssal Specter	SC U	.75
● Adarkar Wastes	LAN R	3.50
● Aether Storm	EN U	.75
○ Akron Legionnaire	SC R	2.00
● Aladdin's Ring	ART R	2.00
● An-Hava Constable	SC R	2.00
○ Animate Wall	EC R	2.00
● Ankh of Mishra	ART R	1.75
○ Armageddon	SOR R	5.50
● Aspect of Wolf	EC R	2.50
● Azure Drake	SC U	.50
● Bad Moon	EN R	5.00
● Ball Lightning	SC R	8.50
● Barl's Cage	ART R	2.50
● Binding Grasp	EC U	.75
● Birds of Paradise	SC R	6.00
● Black Knight	SC U	1.50
○ Blinking Spirit	SC R	3.50
● Bottle of Suleiman	ART R	2.00
● Bottomless Vault	LAN R	2.00
● Breeding Pit	EN U	2.00
● Broken Visage	INS R	2.00
● Brushland	LAN R	4.00
○ Caribou Range	EL R	2.00
● Carrion Ants	SC U	1.50
○ CoP: Artifacts	EN U	1.00
● City of Brass	LAN R	7.00
● Clockwork Beast	AC R	2.25
● Cockatrice	SC R	3.00
● Colossus of Sardia	AC R	4.50
● Conquer	EL U	1.00
● Coral Helm	ART R	2.00
● Crown Grant	SC U	1.00
● Crimson Manticores	SC R	2.00
● Crown of the Ages	ART R	2.00
○ Crusade	EN R	5.00
● Dance of Many	EN R	3.00
● Dancing Scimitar	AC R	2.00
● Deathgrip	EN U	1.00
● Deflection	INT R	5.00
● Dereler	SC R	2.50
● Desert Twister	SOR U	.75
● Dingus Egg	ART R	2.00
● Disrupting Scepter	ART R	3.00
○ Divine Transformation	EC U	.75
● Dragon Engine	AC R	1.50
● Drain Power	SOR R	2.00
● Dwarfven Hold	LAN R	2.50
● Earthquake	SOR R	3.50
● Elder Druid	SC R	3.00
● Elkin Battle	ART R	2.50
● Elven Riders	SC U	1.00
● Elvish Archers	SC R	2.50

● Hecatomb	EN R	3.00
● Helm of Chatzuke	ART R	2.00
● Hive, The	ART R	2.00
● Hollow Trees	LAN R	2.50
● Howling Mine	ART R	5.00
● Hurky's Recall	INS R	3.00
● Hurricane	SOR U	1.00
○ Icatian Phalanx	SC U	.50
● Icatian Store	LAN R	2.50
○ Icatian Town	SOR R	2.00
● Ice Floe	LAN U	.75
● Inferno	INS R	2.50
● Infinite Hourglass	ART R	2.50
● Instill Energy	EC U	.75
● Ironclaw Curse	EC R	2.00
○ Island Sanctuary	EN R	2.00
● Jade Monolith	ART R	2.00
● Jalum Tome	ART R	2.00
● Jandor's Saddlebags	ART R	1.75
● Jayemdae Tome	ART R	3.00
● Jester's Cap	ART R	8.00
● Jokulhaups	SOR R	4.00
● Juxtapose	SOR R	2.00
○ Karma	EN U	.50
● Karplusan Forest	LAN R	4.00
● Killer Bees	SC U	1.00
○ Kismet	EN U	1.00
○ Kjeldoran Royal Guard	SC R	3.00
● Knight of Stormgold	SC U	1.00
● Leviathan	SC R	3.00
● Lhurgoyf	SC R	5.50
● Life Force	EN U	.50
● Lifetap	EN U	.50
● Living Artifact	EA R	1.50
● Living Lands	EN R	1.50
● Lord of Atlantis	SC R	3.50
● Lord of the Pit	SC R	5.00
● Magical Hack	INT R	2.50
● Magus of the Unseen	SC R	3.00
● Mana Clash	SOR R	1.50
● Mana Flare	EN R	5.00
● Mana Vault	ART R	3.50
● Manabarb	EN R	2.00
● Meekstone	ART R	3.00
● Millstone	ART R	4.00
● Mind War	SOR U	.50
● Necropotence	EN R	4.50
● Nether Shadow	SC R	2.50
● Nevinyrals Disk	ART R	5.00
● Nightmare	SC R	2.50
● Obelisk of Undoing	ART R	5.00
● Ordoish Drifflame	EN U	.50
● Ordoish Squatters	SC R	3.00
○ Order of the Sacred Torch	SC R	3.00
○ Order of the White Shield	SC U	1.25
● Orgg	SC R	2.25
● Pentagram of the Ages	ART R	2.00
● Personal Incarnation	SC R	3.00
● Pirate Ship	SC R	3.00
● Primal Clay	AC R	1.50
● Primal Order	EN R	3.00
● Pyroblast	INT U	.75
● Pyrotechnics	SOR U	.50
● Rabid Wombat	SC U	1.00
● Rag Man	SC R	2.00



DOUBLE TAKES

WUMPUS RUMPUS

As we've shown in this section before, the *Magic* design team will often use references from pop culture when naming cards. A particularly notable one is Hunted Wampus, from *Mercadian Masques*. This 6/6 behemoth—along with its cousin, the Thrashing Wampus—may have been inspired by an early computer game called *Hunt the Wampus*, where players battled a similar beastly creature.

● Skull Catapult	ART U	.50
● Sleight of Mind	INT R	2.00
● Smoke	EN R	2.50
● Sorceress Queen	SC R	3.50
○ Spirit Link	EC U	1.50
● Stampede	INS R	3.00
● Stasis	EN R	3.25
● Stormgold Cabal	SC R	3.00
● Sulfurous Springs	LAN R	3.50
● Sylvan Library	ART R	4.00
● Thicket Basilisk	SC U	.50
● Time Bomb	ART U	2.00
● Time Elemental	SC R	4.00
● Titania's Song	EN R	1.75
○ Truce	INS R	2.00
● Underground River	LAN R	4.00
● Urza's Avenger	AC R	2.00
● Verduran Enchantress	SC R	2.00
● Warp Artifact	EA R	2.00
● Whirling Dervish	SC U	1.00
○ White Knight	SC U	1.50
● Winds of Change	SOR R	2.50
● Winter Blast	SOR U	.50
● Winter Orb	ART R	3.00
○ Wrath of God	SOR R	6.00
● Wretched, The	SC R	3.00

Unlisted cards are worth the same as their Fifth Edition equivalents.

● Abduction	EC U	.75
● Abyssal Hunter	SC R	3.00
● Aether Flash	EN U	.50
● Agonizing Memories	SOR U	.50
● Amber Prison	ART R	3.50
● Ancestral Memories	SOR R	3.00
○ Archangel	SC R	5.50
○ Ardent Militia	SC U	.50
● Ashen Powder	SOR R	3.00
● Balduvan Horde	SC R	7.50
● Blaze	SOR U	.50
● Blighted Shaman	SC U	.50
● Bol	INS U	.50
● Browse	EN U	1.00
● Burrowing	EC U	.50
● Call of the Wild	EN R	2.50
○ Celestial Dawn	EN R	4.50
● Charcoal Diamond	ART U	1.00
● Chill	EN U	.50
● Creeping Mold	SOR U	.50
● Crimson Helikite	SC R	5.50
● Crystal Vein	LAN U	.50
● Cursed Totem	ART R	3.00
○ Daraja Griffin	SC U	.50

● Daring Apprentice	SC R	3.00
● Dense Foliage	EN R	2.00
● Desertion	INS R	5.00
● Diminishing Returns	SOR R	3.00
● Doomsday	SOR R	3.00
● Dragon Mask	ART U	.75
● Dread of Night	EN U	1.00
● Early Harvest	INS R	3.00
○ Enlightened Tutor	INS U	1.00
○ Ethereal Champion	SC R	3.00
○ Exile	INS R	4.00
● Fallow Earth	SOR U	.50
● Familiar Ground	EN U	.50
● Femefer Archers	SC U	.50
● Ferrov	EN R	3.00
● Final Fortune	INS R	4.00
● Fire Diamond	ART U	1.00
● Fire Elemental	SC U	.50
● Flash	INS R	3.00
● Forbidden Crypt	EN R	3.00
● Goblin Recruiter	SC U	.50
● Greed	EN R	3.00
● Grinning Totem	ART R	4.50
● Hammer of Bogardan	SOR R	10.00
● Harbortan Efreit	SC U	.50
○ Heavy Ballista	SC U	.50
● Hidden Horror	SC U	.50
● Hulking Cyclops	SC U	.50
● Illicit Auction	SOR R	3.00
● Infernal Contract	SOR R	3.00
● Insight	EN U	.50
● Lead Golem	AC U	.50
● Library of Lat-Nam	SOR R	3.00
○ Light of Day	EN R	1.00
○ Longbow Archer	SC U	.50
● Mana Prism	ART U	.50
● Mana Short	INS R	2.00
● Marble Diamond	ART U	1.00
● Maro	SC R	6.00
● Mischievous Poltergeist	SC U	.50
● Moss Diamond	ART U	1.00
● Mystic Compass	ART U	.50
● Mystical Tutor	INS U	.75
● Nature's Resurgence	SOR R	3.00
● Necrosavant	SC R	4.00
● Obsidian Golem	AC U	.50
● Patagia Golem	AC U	.50
○ Pearl Dragon	SC R	4.00
● Perish	SOR U	.75
● Phantom Warrior	SC U	.50
● Phryxian Vault	ART U	.50
● Pillage	SOR U	1.25
● Polymorph	SOR R	3.00
● Prosperity	SOR U	1.50
● Psychic Transfer	SOR R	3.00
● Reckless Embergaze	SC R	3.00
● Releam	SOR U	.50
● Relentless Assault	SOR R	4.00
○ Reprisal	INS U	.50
● River Boa	SC U	.75
● Rowen	EN R	3.00
○ Serenity	EN R	3.00
○ Serra's Blessing	EN U	.50
● Sky Diamond	ART U	1.00
● Snake Basket	ART R	4.50
● Soldevi Sage	SC U	.50
● Spitting Drake	SC U	.50
○ Staunch Defenders	SC U	.50
● Storm Cauldron	ART R	4.00
● Strands of Night	EN U	.50
● Stupor	SOR U	.50
● Summer Bloom	SOR U	.50
○ Sunweb	SC R	3.00
○ Tani	SC R	3.50
● Teferi's Puzzle Box	ART R	3.00
● Tranquil Grove	EN R	3.00
● Uktabi Drangutan	SC U	1.00
● Uktabi Wildcats	SC R	3.00
● Unseen Walker	SC U	.50
○ Unyaro Griffin	SC U	.50
● Vampire Tutor	INS R	7.50
● Vertigo	EN U	.50
● Volcanic Dragon	SC R	5.00
● Volcanic Geyser	INS U	1.00
● Waiting in the Weeds	SOR R	3.00
● Wand of Denial	ART R	3.00
● Warmth	EN U	.50
● Warthog	SC U	.50
● Worldly Tutor	INS U	.75

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	\$800.00
Booster Pack (8 cards)	90.00
Booster Box (50 packs)	4,000.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT	● BLACK	● BLUE	● GOLD	● GREEN	● RED	○ WHITE	● LAND
ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature			
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend			
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery			

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Abu Jafar	SC	U	4.00
Aladdin	SC	R	7.00
Aladdin's Lamp	ART	R	5.00
Aladdin's Ring	ART	R	5.00
Au Baba	SC	R	4.00
Ah from Cairo	SC	R	70.00
Army of Allah	INS	C	4.50
Bazaar of Baghdad	LAN	R	15.50
Bird Maiden	SC	C	1.00
Bottle of Sultaman	ART	R	4.50
Brass Man	AC	R	2.75
Camel	SC	C	1.75
City in a Bottle	ART	R	11.00
City of Brass	LAN	R	25.00
Cornbag Witches	SC	C	1.00
Cyclone	EN	R	4.00
Dancing Scimitar	AC	R	5.00
Dandan	SC	C	1.00
Desert	LAN	C	2.00
Desert Nomads	SC	C	2.50
Desert Twister	SOR	R	4.00
Diamond Valley	LAN	R	56.00
Drop of Honey	EN	R	35.00
Ebony Horse	ART	R	4.50
El Haya	SC	R	5.00
Elephant Graveyard	LAN	R	21.00
Erg Raiders	SC	C	1.00
Erlham Djinn	SC	R	20.00
Eye for an Eye	INS	R	6.00
Fishiver Oil	EC	C	1.00
Flying Carpet	ART	R	5.00
Flying Men	SC	C	4.50
Gharban Ogre	SC	C	1.50
Giant Tortoise	SC	C	1.00
Guardian Beast	SC	R	55.00
Hassan Ogress	SC	C	1.00
Hurr Jackal	SC	C	1.50
Im-Brit Efreit	SC	R	26.00
Island Fish Jascousus	SC	R	5.00
Island of Wak Wak	LAN	R	35.00
Jandur's Ring	ART	R	5.00
Jandur's Saddlebags	ART	R	5.00
Jeweled Bird	ART	R	4.00
Jihad	EN	R	32.00
Junun Efreit	SC	R	7.00
Juzzam Djinn	SC	R	155.00
Khatib Ghoul	SC	R	26.00
King Sultaman	SC	R	13.00
Kurd Ape	SC	C	2.50
Library of Alexandria	LAN	R	100.00
Magnetic Mountain	EN	R	4.50
Merchant Ship	SC	R	6.00
Metamorphosis	SOR	C	1.50
Mispe Djinn	SC	R	6.00
Monarch Cavalry	SC	C	2.50
Mountain	LAN	C	5.00
Nafs Asp	SC	C	1.50
Oasis	LAN	U	2.50
Old Man of the Sea	SC	R	32.00
Outblatte	EN	C	4.00
Priety	INS	C	1.00
Pyramids	ART	R	18.00
Repentant Blacksmith	SC	R	3.00
Ring of Maruf	ART	R	32.00
Rukh Egg	SC	C	12.00
Sandals of Abdallah	ART	R	6.00
Sandstorm	INS	C	1.00
Serendib Djinn	SC	R	18.00
Serendib Efreit	SC	R	26.50
Shahrazad	SOR	R	20.00
Sindbad	SC	R	4.00
Singing Tree	SC	R	28.00
Sorcerer Queen	SC	R	8.00
Stone-Throwing Devils	SC	C	6.00
Unstable Mutation	EC	C	1.00
War Elephant	SC	C	2.00
Wyulu Wolf	SC	C	3.50
Ydwan Efreit	SC	R	10.00

Circle of Protection: Artifact	EN	U	5.00
Critanal Druid	SC	U	3.00
Clay Statue	AC	C	75
Clockwork Avian	AC	R	6.00
Colossus of Sardia	AC	R	7.00
Coral Helm	ART	R	4.50
Crumble	INS	C	1.00
Cursed Rack	ART	U	2.00
Dampening Field	EN	U	2.00
Detonate	SOR	U	2.00
Draha's Restoration	SOR	C	1.00
Dragon Engine	AC	C	1.00
Dwarven Weaponsmith	SC	U	1.00
Energy Flux	EN	U	1.00
Feldon's Cane	ART	U	4.00
Gaea's Avenger	SC	R	8.50
Gate to Phyrexia	EN	U	3.00
Goblin Artisans	SC	C	1.50
Golgothern Sylex	ART	R	5.00
Grapeshot Catapult	AC	C	50
Haunting Wind	EN	U	2.00
Hurky's Recall	INS	R	4.00
Ivory Tower	ART	U	7.00
Jalium Tome	ART	U	3.00
Martyrs of Kurks	SC	U	3.00
Mightstone	ART	U	2.50
Millstone	ART	U	6.00
Mishra's Factory	LAN	U	8.00
Mishra's Factory (Winter)	LAN	U	12.00
Mishra's War Machine	AC	R	3.50
Mishra's Workshop	LAN	R	25.00
Obeisk of Undoing	ART	R	5.00
Onulet	AC	U	2.00
Orchuk Mechanics	SC	C	50
Ornithopter	AC	C	50
Phyrexian Gremlins	SC	C	50
Power Artifact	EA	U	2.75
Powerfleck	EN	U	2.50
Priest of Yawgmoth	SC	C	50
Primal Clay	AC	U	2.00
Rack The	ART	U	2.50
Rakalite	ART	U	2.00
Reconstruction	SOR	C	1.00
Reverse Polarity	INS	C	1.00
Rocket Launcher	ART	R	4.00
Sage of Lat-Nam	SC	C	50
Shapersmith	AC	R	4.00
Shatterstorm	SOR	R	4.00
Staff of Zegon	ART	C	50
Strip Mine	LAN	U	9.00
Strip Mine (sky picture)	LAN	U	8.00
Strip Mine (small tower)	LAN	U	8.00
Su-Chi	AC	U	4.75
Tablet of Epitry	ART	C	50
Tawnos's Coffin	ART	R	20.00
Tawnos's Wand	ART	U	1.50
Tawnos's Weaponry	ART	U	1.50
Tetrawis	AC	R	5.00
Tizama's Song	EN	U	3.00
Transmute Artifact	SOR	U	3.50
Tnskelon	AC	R	6.00
Urza's Avenger	AC	R	6.00
Urza's Chalice	ART	C	50
Urza's Mine	LAN	C	50
Urza's Miller	ART	R	6.00
Urza's Power Plant	LAN	C	50
Urza's Tower	LAN	C	50
Wall of Spears	AC	C	1.00
Weakstone	ART	U	3.00
Xenic Putarguest	SC	U	2.00
Yawgmoth Demon	SC	R	6.50
Yotian Soldier	AC	C	50

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	\$880.00
Booster Pack (15 cards)	28.00
Booster Box (36 packs)	950.00
Unlisted Commons	50

Abomination	SC	U	2.00
Abyss The	EN	R	48.00
Acid Rain	SOR	R	16.00
Adun Dakenshield	SC	R	7.50
Adventurers Guildhouse	LAN	U	1.00
Aerith Berserker	SC	U	3.00
Asking Leprechaun	SC	C	1.00
Akron Legionnaire	SC	R	6.00
Alt Hallow's Eve	EN	R	28.00
Al-abara's Carpet	ART	R	6.00
Alchier's Tenth	ART	R	7.50
Alchier's Tenth	EN	R	8.00
Angelic Voices	SC	R	8.00
Angus Mackenzie	SC	R	8.00
Anti-Magic Aura	EC	C	1.00
Arborea	EN	U	3.00
Arcades Sabotage	SC	R	11.00
Arena of the Ancients	ART	R	6.00
Avoid Fate	INT	C	1.00
Axelrod Gunnarson	SC	R	6.00
Ayesha Tanaka	SC	R	6.00
Azure Drake	SC	U	2.00

Backdraft	INS	U	2.25
Backfire	EC	U	2.00
Barbary Apes	SC	C	1.00
Barthoother Warband	SC	U	2.50
Bartel Runeaxe	SC	R	8.00
Beasts of Bogardan	SC	U	1.50
Black Mana Battery	ART	U	3.50
Blazing Effigy	SC	C	1.00
Blight	EL	U	2.00
Boo! Lust	INS	U	3.00
Blue Mana Battery	ART	U	3.50

Fallen Angel	SC	U	4.50
Falling Star	SOR	R	6.00
Fent	INS	C	1.00
Field of Dreams	EN	R	9.00
Field Sprites	SC	C	1.25
Firestorm Phoenix	SC	R	19.00
Flash Counter	INT	C	1.00
Floral Spuzzem	SC	U	2.50
Force Spike	INT	C	1.50
Forethought Amulet	ART	R	6.00
Fortified Area	EN	C	1.50

Ivory Guardians	SC	U	2.00
Jacques le Vert	SC	R	7.50
Jasmine Bonnet	SC	U	3.00
Jedit Djanan	SC	U	3.50
Jerrard of the Closed Fist	SC	U	4.00
Johan	SC	R	8.00
Jovial Evil	SOR	R	8.00
Justapose	SOR	R	6.00
Karakas	LAN	U	3.50
Kasimir the Lone Wolf	SC	U	4.00
Ke Takashashi	SC	R	6.00
Killer Bees	SC	R	7.00
Kismet	EN	U	4.00
Knowledge Vault	ART	R	5.00
Kobold Drill Serpent	SC	U	4.50
Kobold Overlord	SC	R	8.00
Kobold Taskmaster	SC	U	5.00
Kobolds of Kher Keep	SC	C	1.00
Kry Shield	ART	U	3.00
Lady Caleria	SC	R	8.00
Lady Evangela	SC	R	6.00
Lady of the Mountain, The	SC	U	3.75
Lady Orca	SC	U	5.00
Land Equilibrium	EN	R	9.00
Land Tax	EN	R	7.00
Land's Edge	EN	R	7.00
Lesser Werewolf	SC	U	3.50
Life Chisel	ART	U	3.50
Life Matrix	ART	R	7.00
Lifelord	EN	R	7.50
Living Plane	EN	R	14.00
Lvonya Silene	SC	R	10.00
Lord Magnus	SC	U	4.00
Lost Soul	SC	C	1.00
Mena Drain	INT	U	36.00
Mena Matrix	ART	R	7.00
Marble Priest	AC	U	2.50
Marthaal Eldragon	SC	U	3.00
Master of the Hunt	SC	R	17.00
Mirror Universe	ART	R	73.00
Moat	EN	R	57.00
Mold Demon	SC	R	7.00
Moss Monster	SC	C	1.00
Mountain Stronghold	LAN	U	3.00
Mountain Yeh	SC	U	2.25
Nebuchadnezzar	SC	R	8.00
Neither Void	EN	R	30.00
Nicol Bolas	SC	R	10.00
North Star	ART	R	6.50
Nova Pentacle	ART	R	7.50
Osai Vultures	SC	C	1.00
Palladia-Mors	SC	R	10.00
Part Water	SOR	U	3.00
Pavel Malik	SC	U	3.00
Pendethaven	LAN	U	3.50
Petra Sphinx	SC	R	4.50
Puze Queen	SC	R	5.00
Planar Gate	ART	R	7.00
Pradesh Gypsies	SC	C	1.50
Presence of the Master	EN	U	5.00
Primordial Ooze	SC	U	2.00
Princess Lucrazn	SC	U	3.00
Psionic Entity	SC	R	4.50
Psychic Purge	SOR	C	1.00
Puppet Master	EC	U	2.50
Pyrotechnics	SOR	U	1.00
Quagmire	EN	U	3.00
Quarum French Gnomes	SC	R	6.00
Rabid Wombat	SC	U	4.00
Radical Spirit	SC	U	2.50
Raging Bull	SC	U	1.00
Ragnar	SC	R	7.50
Ramirez DePietro	SC	U	4.00
Ramesses Overdark	SC	R	8.00
Rapid Fire	INS	R	8.00
Rasputin Dreamweaver	SC	R	7.50
Rebirth	SOR	R	5.50
Recall	SOR	U	8.00
Red Mana Battery	ART	U	4.00
Reincarnation	INS	U	3.50
Relic Barrier	ART	U	3.50
Relic Bomb	EA	U	3.00
Remove Enchantments	INS	C	75
Remove Soul	INT	C	1.00
Reset	INT	U	5.50
Revelation	EN	R	6.00
Reverberation	INS	R	10.00
Righteous Avengers	SC	U	3.50
Ring of Immortals	ART	R	7.00
Riven Turnbull	SC	U	3.50
Rohgahd of Kher Keep	SC	R	7.50
Rubina Soulsinger	SC	R	8.00
Rust	INT	C	1.00
Sea King's Blessing	INS	U	2.50
Seafarer's Quay	LAN	U	2.00
Seeker	EC	U	2.50
Segevan Levathan	SC	U	2.50
Senbel	AC	R	5.00
Serpent Generator	ART	R	6.50
Shelkin Brownie	SC	C	1.00
Shield Wall	INS	U	2.00
Sherman Night Stalker	SC	U	2.50
Silhouette	INS	U	2.50



DOUBLE TAKES

CLONE COLLECTOR

Mewtwo—created in the Pokémon movie “Mewtwo Strikes Back”—is actually a clone of the super-rare Pokémon Mew. But he’s a bad seed and joins forces with Team Rocket to clone all the Pokémon. During the epic conclusion, Mew shows up to save the day.

Bons Devilbon	SC	R	6.00
Bone Hag	SC	U	3.00
Bronze Horse	AC	R	4.00
Carion Ants	SC	R	7.50
Cathedral of Serra	LAN	U	2.00
Caverns of Despair	EN	R	6.00
Chain Lightning	SOR	C	4.50
Chans of Megastropholes	EN	R	17.00
Chromium	SC	R	8.00
Cleanse	SOR	R	12.00
Clergy of the Holy Nimbus	SC	C	75
Cocoon	EC	U	2.00
Concordant Crossroads	EN	U	5.00
Cosmic Horror	SC	R	4.50
Craw Giant	SC	U	4.00
Crevasse	EN	U	2.50
Crimson Kobolds	SC	C	1.00
Crimson Mantlecore	SC	R	5.50
Crookshank Kobolds	SC	C	1.00
Dakkun Blackblade	SC	R	7.50
D'Avenant Archer	SC	C	75
Darkest	INS	C	1.00
Deadfall	EN	U	3.00
Demonic Torment	EC	U	3.50
Deviating Devil	SC	C	75
Disharmony	INS	R	5.00
Divine Intervention	EN	R	7.50
Divine Offering	INS	C	1.00
Divine Transformation	EC	R	7.00
Dragon Coat	EC	U	3.00
Dream Song	INS	U	2.50
Dreadnought	SC	R	5.00
Elder Land Worm	SC	R	7.00
Elfen Spown	SC	R	5.00
Elven Riders	SC	R	5.00
Enchanted Being	SC	C	1.00
Enchantment Alteration	INS	C	1.00
Equinox	EL	C	1.50
Eternal Warrior	EC	U	1.50
Eureka	SOR	R	25.00
Evil Eye of Orms-By-Gore	SC	U	4.00

● Frost Giant	SC	U	3
● Gabriel Angelfire	SC	R	7
● Gauntlets of Chaos	ART	R	6
● Ghosts of the Damned	SC	R	1
● Giant Turtle	SC	C	1
● Glyph of Delusion	INS	C	1
● Glyph of Destruction	INS	C	1
● Glyph of Doom	INS	C	1
● Glyph of Life	INS	C	1
● Glyph of Resurrection	INS	C	1
● Gasts Dirk	SC	R	7
● Gravity Sphere	EN	R	15
● Great Defender	EN	R	1
● Great Wall	EN	U	2
● Greater Realm of Preservation	EN	U	4
● Greed	EN	R	5
● Green Mane Battery	ART	U	7
● Gwendyn Di Corci	SC	R	7
● Haldane	SC	R	8
● Hammerhorn	LAW	U	7
● Hazen's Tamar	SC	R	7
● Headless Horseman	SC	C	1
● Heaven's Gate	INS	U	3
● Hell Swarm	INS	C	1
● Hell's Caretaker	SC	R	10
● Hellfire	SOR	R	9
● Holy Day	INS	C	1
● Horn of Deafening	ART	R	5
● Hornet Cobra	SC	C	1
● Horror of Horrors	EN	U	2
● Hunding Gnersen	SC	U	3
● Hypon Blacksmith	SC	U	3
● Ichneumon Onud	SC	U	2
● Imprison	EC	R	1
● In the Eye of Chaos	EN	R	8
● Indestructible Aura	INS	C	1
● Infernal Medusa	SC	U	4
● Infinite Authority	EC	R	1
● Invoke Prejudice	EN	R	1

MAGIC

The Gathering®

Price Guide

• Sir Shandari of Eberyn	SC U	3.50	• Dance of Many	EN R	3.00
• Siviri Scarzam	SC U	3.00	• Dark Heart of the Wood	EN C	.25
• Solkanar the Swamp King	SC R	10.00	• Dark Sphere	ART U	1.50
• Spectral Cloak	EC U	5.50	• Diabolic Machine	AC U	1.00
• Spinal Villain	SC R	8.00	• Dust to Dust	SC U	.25
• Spirit Link	EC U	6.50	• Eater of the Dead	SC U	2.00
• Spirit Shackles	EC U	1.00	• Electric Eel	SC U	1.00
• Spiritual Sanctuary	EN R	7.00	• Elves of Deep Shadow	SC U	2.00
• Stang	SC R	7.00	• Eternal Flame	SOR R	3.00
• Storm Seeker	INS U	4.50	• Exorcist	SC R	4.00
• Storm World	EN R	8.00	• Faerie, The	SC U	1.00
• Subdue	INS C	1.00	• Fastening	EN U	1.00
• Sunastar Falconer	SC U	3.00	• Felhar Stone	ART U	2.50
• Sword of the Ages	ART R	22.00	• Fire and Brimstone	INS U	1.25
• Sylvan Library	EN R	6.50	• Fire Drake	SC U	1.00
• Sylvan Paradise	INS U	3.00	• Flood	EN C	.75
• Syphon Soul	SOR C	1.50	• Fountain of Youth	ART C	1.50
• Tabernacle at Pendrell Vale	LAN R	25.00	• Frankenstein's Monster	SC R	5.00
• Takklemaggot	EC U	2.00	• Gaea's Touch	EN C	.25
• Telekinetics	INS R	8.00	• Ghost Ship	SC U	1.50
• Teleport	INS R	6.00	• Goblin Wizard	SC U	4.00
• Tempest Eftreet	SC R	6.00	• Grave Robbers	SC R	3.50
• Tetsuo Uzumawa	SC R	10.00	• Hidden Path	EN R	3.50
• Thunder Spirit	SC R	21.00	• Inferno	INS R	4.00
• Time Elemental	SC R	8.00	• Knights of Thorn	SC R	3.50
• Tobias Andrian	SC U	3.00	• Leviathan	SC R	4.00
• Tolaria	LAN U	3.50	• Living Armor	ART C	.75
• Tor Wulki	SC U	2.50	• Lurker	SC R	2.00
• Torsten Von Ursus	SC U	3.50	• Mana Clash	SOR R	2.75
• Touch of Darkness	INS U	3.00	• Mana Vortex	EN R	3.00
• Triassic Egg	ART R	5.50	• Martyr's Cry	SOR R	3.00
• Tukuir Deathlock	SC R	7.00	• Maze of Ith	LAN U	9.00
• Tundra Wolves	SC C	1.00	• Merfolk Assassin	SC U	3.00
• Typhoon	SOR R	7.00	• Mind Bomb	SOR U	1.50
• Undertow	EN U	2.75	• Miracle Worker	SC C	.25
• Underworld Dreams	EN U	25.00	• Nameless Race	SC R	4.00
• Unholy Grail	LAN U	3.00	• Necropolis	AC U	1.75
• Untamed Wilds	SOR U	2.50	• Niall Silvain	SC R	2.50
• Urborg	LAN U	4.00	• Orc General	SC U	1.25
• Ur-Drago	SC R	7.00	• People of the Woods	SC U	1.50
• Vaelectis Asmadi	SC R	12.00	• Preacher	SC R	9.00
• Venarian Gold	EC C	.75	• Psychic Allergy	EN R	4.00
• Visions	SOR U	3.00	• Rag Man	SC R	3.00
• Voodoo Doll	ART R	5.00	• Reflecting Mirror	ART U	1.50
• Walking Dead	SC C	.75	• Runesword	ART C	1.00
• Wall of Catraps	SC C	1.00	• Safe Haven	LAN R	3.00
• Wall of Dust	SC U	1.50	• Scarecrow	AC U	1.75
• Wall of Earth	SC C	.75	• Scardow Bandits	SC R	3.00
• Wall of Light	SC U	3.00	• Scardow Goblins	SC U	.25
• Wall of Opposition	SC R	5.00	• Scardow Hag	SC U	1.50
• Wall of Putrid Flesh	SC U	3.00	• Season of the Witch	EN R	3.00
• Wall of Tombstones	SC U	3.00	• Sisters of the Flame	SC C	1.00
• Wall of Wonder	SC U	2.50	• Skull of Orm	ART U	3.00
• Whirling Dervish	SC U	3.50	• Sorrow's Path	LAN R	3.00
• White Mana Battery	ART U	4.00	• Spitting Slug	SC U	1.00
• Willow Satyr	SC R	7.00	• Standing Stones	ART U	2.00
• Winds of Change	SOR R	4.00	• Stone Calendar	ART R	3.00
• Winter Blast	SOR U	5.00	• Tangle Kelp	EC U	.75
• Wolverine Pack	SC C	1.00	• Tivadar's Crusade	SOR U	1.50
• Wood Elemental	SC R	8.00	• Tormod's Crypt	ART C	1.00
• Wretched, The	SC R	9.00	• Tracker	SC R	4.00
• Xira Anen	SC R	7.00	• Uncle Istvan	SC U	2.00
• Zephyr Falcon	SC C	1.00	• Wand of Ith	ART U	2.00
			• War Barge	ART U	2.00
			• Water Wurm	SC C	.25
			• Whippoorwill	SC U	2.00
			• Witch Hunter	SC U	3.75
			• Worms of the Earth	EN R	2.50
			• Wormwood Treefolk	SC R	3.00

THE DARK
WIZARDS OF THE COAST-1994

Full Set (119 cards)	\$125.00
Booster Pack (8 cards)	8.00
Booster Box (60 packs)	360.00
Unlisted Commons	.25

FALLEN EMPIRES
WIZARDS OF THE COAST-1994

Full Set (187 cards)	\$44.00
Booster Pack (8 cards)	1.25
Booster Box (60 packs)	50.00
Unlisted Commons	.10

• Amnesia	SOR R	3.00	• Anulph	ART R	1.00
• Angry Mob	SC U	1.00	• Balm of Restoration	ART R	1.50
• Apprentice Wizard	SC C	1.00	• Bottomless Vault	LAN R	2.00
• Ball Lightning	SC R	12.00	• Breeding Pit	EN U	2.75
• Banshee	SC U	1.00	• Canch Horn	ART R	1.00
• Barl's Cage	ART R	2.25	• Deep Spawn	SC U	.75
• Blood Moon	EN R	5.00	• Delif's Cone	ART U	1.00
• Blood of the Martyr	INS U	1.00	• Delif's Cube	ART R	1.50
• Bone Flute	ART U	1.00	• Deraider	SC R	2.50
• Book of Russ	ART U	1.00	• Draconian Dylx	ART R	1.50
• Brothers of Fire	SC C	.75			
• Cave People	SC U	1.00			
• City of Shadows	LAN R	3.00			
• Cleansing	SOR R	3.00			
• Coal Golem	AC U	1.50			
• Curse Artifact	EA U	1.50			

• Dwarven Armorer	SC R	1.00	• Spare Flower	SC U	.50
• Dwarven Catapult	INS U	.50	• Svelunite Priest	SC U	.50
• Dwarven Hold	LAN R	2.00	• Svelunite Temple	LAN U	1.00
• Dwarven Lieutenant	SC U	.50	• Thalid Devourer	SC U	.50
• Dwarven Ruins	LAN U	1.00	• Thelon's Chant	EN U	.50
• Ebon Praetor	SC R	3.00	• Thelon's Curse	EN R	1.00
• Ebon Stronghold	LAN U	1.00	• Thelonite Druid	SC U	.50
• Elven Lyre	ART R	1.00	• Thelonite Monk	SC R	1.00
• Elvish Farmer	SC R	2.00	• Thrull Champion	SC R	2.50
• Farrel's Mantle	EC U	.50	• Thrull Retainer	EC U	.50
• Farrelite Priest	SC U	.50	• Thrull Wizard	SC U	.75
• Feral Thallid	SC U	.50	• Tidal Influence	EN U	.50
• Fungal Bloom	EN R	2.00	• Tourach's Chant	EN U	.50
• Goblin Flodda	SC R	1.50	• Tourach's Gate	EL R	2.00
• Goblin Kites	EN U	.50	• Tourach Knights	SC R	2.00
• Goblin Warrens	EN R	3.00	• Vodalian War Machine	SC R	1.50
• Hand of Justice	SC R	3.00	• Zelyon Sword	ART R	1.00
• Havenwood Battleground	LAN U	1.00			
• Heroism	EN U	.50			
• Hollow Trees	LAN R	2.50			
• Hornad Shaman	SC R	.75			
• Hornad Spawning Bed	EN U	.50			
• Hymn to Tourach	SOR C	.50			
• Icatian Lieutenant	SC R	2.00			
• Icatian Phalanx	SC U	.50			

ICE AGE
WIZARDS OF THE COAST-1995

Full Set (383 cards)	\$185.00
Starter Deck (60 cards)	9.00
Starter Box (10 decks)	83.00
Booster Pack (15 cards)	2.95



DOUBLE TAKES

LITTLE PRICKS

We're referring to piercings and tattoos, you perverts! Many Magic characters are quite hip when it comes to fashion, as you can see a number of body modifications on cards like these: the Serendib Djinn has both of his nipples pierced, while Takara's navel piercing can be seen on Unmask; check out Inquest Gamer #55's cover for a better view. We hear the Serra Angel has a tattoo, but only she knows for sure.

• Icatian Priest	SC U	.50	• Abyssal Specter	SC U	1.75
• Icatian Skirmishers	SC R	2.00	• Adarkar Wastes	LAN R	5.00
• Icatian Store	LAN R	2.00	• Aegis of the Meek	ART R	2.50
• Icatian Town	SOR R	2.00	• Altar of Bone	SOR R	2.00
• Implements of Sacrifice	ART R	1.00	• Amulet of Quoz	ART R	2.25
• Orish Captain	SC U	.50	• Anarchy	SOR R	1.00
• Orish	SC R	2.50	• Ashen Shoul	SC U	1.00
• Raiding Party	EN U	.75	• Baldurvan Hydra	SC R	3.50
• Rainbow Vale	LAN R	2.00	• Blinking Spirit	SC R	4.50
• Ring of Renewal	ART R	1.50	• Blizzard	EN R	2.00
• River Merfolk	SC R	2.50	• Brand of Ill Omen	EC R	2.00
• Ruins of Trokair	LAN U	.75			
• Sand Silos	LAN R	2.00			
• Seasinger	SC U	1.00			
• Soul Exchange	SOR U	.75			
• Spirit Shield	ART R	1.00			

• Brushland	LAN R	5.00
• Call to Arms	EN R	3.00
• Caribou Range	EL R	3.00
• Celestial Sword	ART R	2.00
• Chaos Lord	SC R	3.00
• Chaos Moon	EN R	1.50
• Chromatic Armor	EC R	2.00
• Crown of the Ages	ART R	3.50
• Curse of Mant Lage	EN R	2.50
• Dance of the Dead	EC U	1.50
• Deflection	INT R	6.50
• Despot's Scepter	ART R	2.50
• Dread Wight	SC R	2.00
• Dwarven Armory	EN R	2.00
• Earthlink	EN R	2.50
• Elder Druid	SC R	3.00
• Elemental Augury	EN R	2.00
• Elkin Bottle	ART R	3.00
• Enduring Renewal	EN R	5.00
• Energy Storm	EN R	3.00
• Fiery Justice	SOR R	2.50
• Flooded Woodlands	EN R	2.00
• Flow of Maggots	SC R	2.00
• Forbidden Lore	EL R	3.00
• Forgotten Lore	SOR U	1.00
• Formation	INS R	2.00
• Freyalise's Winds	EN R	.75
• Fyndhorn Pollen	EN R	2.00
• Game of Chaos	SOR R	2.00
• General Jarkeld	SC R	3.00
• Ghostly Flame	EN R	2.50
• Glacial Crevasse	EN R	2.75
• Glaciers	EN R	2.50
• Goblin Lyre	ART R	2.50
• Gravebind	INS R	2.00
• Halls of Mist	LAN R	2.00
• Hecatomb	EN R	4.50
• Hot Springs	EL R	2.00
• Ice Cauldron	ART R	2.50
• Ice Floe	LAN U	1.00
• Icequake	SOR U	1.00
• Icy Manipulator	ART U	7.00
• Icy Prison	EN R	2.00
• Illusory Presence	SC R	3.00
• Illusions of Grandeur	EN R	4.50
• Infernal Darkness	EN R	2.50
• Infernal Denizen	SC R	2.00
• Infinte Hourglass	ART R	3.00
• Jester's Cap	ART R	11.00
• Jester's Mask	ART R	6.00
• Jokulhaups	SOR R	5.00
• Justice	EN U	1.50
• Karplusan Forest	LAN R	5.00
• Karplusan Yeti	SC R	3.00
• Kjeldoran Knight	SC R	2.50
• Kjeldoran Phalanx	SC R	3.00
• Kjeldoran Royal Guard	SC R	3.00
• Knight of Stromgald	SC U	1.75
• Krovikan Vampire	SC U	1.00
• Land Cap	LAN R	3.00
• Lava Tubes	LAN R	3.00
• Lurgoyl	SC R	6.00
• Lightning Blow	INS R	2.50
• Lost Order of Jarkeld	SC R	3.50
• Magus of the Unseen	SC R	3.00
• Marton Stromgald	SC R	4.00
• Mercenaries	SC R	2.00
• Menace to Berit	SC R	2.50
• Mesmeric Trance	EN R	2.50
• Mind Whip	EC R	2.50
• Minion of Lashrac	SC R	4.00
• Minion of Teshar Szat	SC R	4.00
• Monsoon	EN R	2.50
• Mountain Titan	SC R	3.00
• Mudslope	EN R	2.50
• Musician	SC R	3.00
• Mystic Might	EC R	2.00
• Naked Singularity	ART R	2.00
• Necropotence	EN R	7.00
• Oath of Lim-Dûl	EN R	3.50
• Orish Librarian	SC R	2.00
• Orish Squatters	SC R	3.00
• Order of the Sacred Torch	SC R	3.00
• Order of the White Shield	SC U	1.00
• Pale Bears	SC R	2.50
• Pentagram of the Ages	ART R	3.00
• Polar Kraken	SC R	4.50
• Pox	SOR R	4.00
• Pyrrmy Allosaurus	SC R	2.00
• Pyroclasm	SOR U	1.00
• Reality Twist	EN R	3.00
• Reclamation	EN R	2.50
• Ritual of Subtnal	EN R	3.00
• River Delta	LAN R	3.00
• Ruined Arch	ART R	2.00
• Seraphi	SC R	5.00
• Shrapnel	SC R	2.50

● Stibant Spirit	SC R	4.00	● Storm Seeker	INS U	2.00
● Skeleton Ship	SC R	2.25	● Taldemaggot	EC U	.50
● Sleight of Mind	INT U	1.20	● Teleport	SOR R	1.50
● Snow Fortress	AC R	2.00	● Tobias Andrian	SL U	.25
● Snowblind	EC R	2.00	● Tormod's Crypt	ART U	.25
● Soldevn Golem	AC R	3.00	● Trassac Egg	ART R	1.50
● Spinks of Evil	INT R	3.00	● Urza's Mine (four versions)	LAN C	.25
● Spinks of War	SOR R	3.00	● Urza's Power Plant (four versions)	LAN C	.25
● Staff of the Ages	ART R	2.50	● Urza's Tower (four versions)	LAN C	.25
● Stampede	INS R	2.00	● Vaportis Asmadi	SL R	4.00
● Stench of Evil	SOR U	1.25	● Voodoo Doll	ART R	1.50
● Storm Spirit	SC R	3.00	● Wall of Opposition	SC U	.50
● Stormbind	EN R	3.50	● Wall of Wonder	SC U	.50
● Stronghold Cabal	SC R	3.50	● Witch Hunter	SC U	1.00
● Stunted Growth	SOR R	3.00	● Wretched, The	SC R	3.50
● Sulfurous Springs	LAN R	4.50	● Xira Arien	SL R	2.00
● Swords to Plowshares	INS U	1.50	● Yawgmoth Demon	SC R	2.00
● Thermokast	SOR U	2.00			
● Timberline Ridge	LAN R	3.00			
● Time Bomb	ART R	3.00			
● Total War	EN R	2.00			
● Trailblazer	INS R	2.50			
● Underground River	LAN R	5.50			
● Veldt	LAN R	3.00			
● Vexing Arcana	ART R	2.50			
● Vibrating Sphere	ART R	2.00			
● Witigo	SC R	3.00			
● Winter's Chill	INS R	2.50			
● Wrath of Marit Lage	EN R	2.50			
● Zur's Weiriding	EN R	3.00			
● Zurian Orb	ART U	1.50			

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards)	\$70.00
Booster Pack (12 cards)	2.45
Booster Box (45 packs)	95.00
Unlisted Commons	.10

○ Abu Ja'far	SC U	1.00	● Aether Storm	EN U	1.00
○ Airon Legionnaire	SC R	1.75	● An-Havva Constable	SC U	1.50
● Aladdin	SC R	2.00	● An-Havva Township	LAN R	.75
○ Angelic Voices	EN R	3.00	● An-Zerrin Ruins	EN R	2.50
○ Arcades Sabbath	SL R	3.50	● Anaba Ancestor	SC R	2.00
● Arena of the Ancients	ART R	2.00	● Anaba Spirt Crafter	SC R	2.00
● Axelrod Gunnarson	SL R	2.00	● Apocalypse Chime	ART R	1.75
● Ayasha Tanaka	SL U	2.00	● Autumn Willow	SC R	5.50
● Azure Drake	SC U	5.00	○ Aysen Crusader	SC R	2.00
● Banshee	SC U	5.00	○ Aysen Highway	EN R	2.00
● Bar'l's Cage	ART R	1.50	● Balu's Curse	SOR R	1.50
● Beasts of Bogardan	SC U	.50	● Baron Sengir	SC R	6.00
● Blood of the Martyr	INS U	.50	○ Beast Walkers	SC R	1.75
● Blood Moon	EN R	3.00	● Black Carriage	SC R	1.75
● Book of Rass	ART R	1.00	● Broken Visage	INS R	2.00
● Bronze Horse	AC R	1.75	● Castle Sengir	LAN R	.75
● Chromium	SL R	4.00	● Chain Stasis	INS R	1.50
● City of Brass	LAN R	8.00	● Daughter of Autumn	SC R	1.75
● Cocoon	EC U	.75	● Daggendoo	ART R	2.00
● Concordant Crossroads	EW R	3.00	● Dwarfen Pony	SC R	1.50
● Craw Giant	SC U	1.50	● Dwarfen Sea Clan	SC U	1.50
● Cyclone	EN R	2.00	● Eron the Relentless	SC U	1.00
● Dakkon Blackblade	SL R	3.50	● Faerie Noble	SC R	2.50
● Dance of Many	EN R	2.00	● Feroz's Ban	ART R	1.50
● Enchantment Alteration	INS U	.50	● Forget	SOR R	1.50
● Ertnam Djinn	SC U	4.00	● Grandmother Sengir	SC R	2.00
● Fallen, The	SC U	1.00	○ Hazduhr the Albat	SC R	1.50
● Fallen Angel	SC U	2.00	● Headstone	SC R	.15
● Feldon's Came	ART C	.75	● Heart Wolf	SC R	1.50
● Fire Drake	SC U	5.00	● Ithan's Shellie	SC U	1.50
● Gabriel Angelfire	SL R	3.00	● Ironclad Scout	EC R	1.00
● Gauntlets of Chaos	ART R	2.00	● Joven's Tools	ART R	.50
● Goblin Artisans	SC U	5.00	● Koskun Falls	EN R	1.50
● Hell's Caretaker	SC R	4.00	○ Leeches	SOR R	1.00
● Horn of Desolation	ART R	2.00	● Mammoth Harness	EC R	1.50
○ Ivory Guardians	SC U	.50	● Marhan	SC R	2.00
● Jatum Tome	ART R	2.00	● Mystic Decree	EN R	2.00
● Jeweled Bird	ART R	1.00	● Narwahl	SC R	2.00
● Johan	SL R	2.50	● Primal Order	EN R	3.00
● Juxtapose	SOR R	2.00	● Reveal, Wizard Savant	SC R	1.50
● Kai Takahashi	SL R	.25	● Rysorian Badger	SC R	1.50
● Land's Edge	EW R	3.50	● Sengir Autocrat	SC R	2.00
● Marhaust Eldsgon	SL U	.25	○ Serra Avary	EN R	2.50
● Mephuchadezgar	SL R	3.00	○ Soraya the Falconer	SC R	2.00
● Nicol Boas	SL R	4.00	● Timmerman Fiends	SC R	1.25
● Obelisk of Undeign	ART R	2.00	○ Truce	INS R	1.50
● Padada-Mors	SL R	3.75	● Veldrane of Sengir	SC R	2.00
○ Petra Sphinx	SC R	2.50	● Wall of Kelp	SC R	1.00
● Primordial Daze	SC U	.50	● Willow Priestess	SC R	2.00
● Puppet Master	EC U	.50	● Winter Sky	SOR R	1.50
● Rabid Wombat	SC U	.75			
● Rakalite	ART R	1.00			
● Recall	SOR U	1.00			
● Revelation	EW R	3.00			
● Ruhma Saulsinger	SL R	3.00			
● Safe Haven	LAN R	2.00			
● Sentinel	AC R	1.75			
● Serpent Generator	ART R	2.50			
○ Shield Wall	SC U	.50			
● Shaman Night Stalker	SC U	.50			
● Sivri Scarzam	SL U	.25			
● Sof'haner the Swamp King	SL R	4.00			
● Stango	SL R	2.00			

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (140 cards)	\$60.00
Booster Pack (8 cards)	1.65
Booster Box (60 packs)	68.00
Commons	.10
Unlisted Uncommons	.50

● Aether Storm	EN U	1.00	● Sheltered Valley	LAN R	3.00
● An-Havva Constable	SC U	1.50	● Shield Sphere	AC U	1.00
● An-Havva Township	LAN R	.75	● Sol Grail	ART R	1.50
● An-Zerrin Ruins	EN R	2.50	● Soldevn Digper	ART R	4.50
● Anaba Ancestor	SC R	2.00	● Soldevn Excavations	LAN R	4.00
● Anaba Spirt Crafter	SC R	2.00	● Splintering Wind	EN R	2.00
● Apocalypse Chime	ART R	1.75	● Storm Cauldron	ART R	3.50
● Autumn Willow	SC R	5.50	● Stronghold Spy	SC U	1.00
○ Aysen Crusader	SC R	2.00	○ Sustaining Spirit	SC R	3.00
○ Aysen Highway	EN R	2.00	○ Sworn Defender	SC R	3.00
● Balu's Curse	SOR R	1.50	● Thawing Glaciers	LAN R	8.00
● Baron Sengir	SC R	6.00	● Thought Lash	EN R	2.50
○ Beast Walkers	SC R	1.75	● Tidal Control	EN R	3.00
● Black Carriage	SC R	1.75	● Tornado	EN R	2.00
● Broken Visage	INS R	2.00	● Urza's Engine	AC R	1.00
● Castle Sengir	LAN R	.75	● Varchild's War-Riders	SC R	3.00
● Chain Stasis	INS R	1.50	● Wand of Denial	ART R	1.50
● Daughter of Autumn	SC R	1.75	● Wandering Mage	SC R	2.50
● Daggendoo	ART R	2.00	● Whirling Catapult	ART R	1.50
● Dwarfen Pony	SC R	1.50			
● Dwarfen Sea Clan	SC U	1.50			
● Eron the Relentless	SC U	1.00			
● Faerie Noble	SC R	2.50			
● Feroz's Ban	ART R	1.50			
● Forget	SOR R	1.50			
● Grandmother Sengir	SC R	2.00			
○ Hazduhr the Albat	SC R	1.50			
● Headstone	SC R	.15			
● Heart Wolf	SC R	1.50			
● Ithan's Shellie	SC U	1.50			
● Ironclad Scout	EC R	1.00			
● Joven's Tools	ART R	.50			
● Koskun Falls	EN R	1.50			
○ Leeches	SOR R	1.00			
● Mammoth Harness	EC R	1.50			
● Marhan	SC R	2.00			
● Mystic Decree	EN R	2.00			
● Narwahl	SC R	2.00			
● Primal Order	EN R	3.00			
● Reveal, Wizard Savant	SC R	1.50			
● Rysorian Badger	SC R	1.50			
● Sengir Autocrat	SC R	2.00			
○ Serra Avary	EN R	2.50			
○ Soraya the Falconer	SC R	2.00			
● Timmerman Fiends	SC R	1.25			
○ Truce	INS R	1.50			
● Veldrane of Sengir	SC R	2.00			
● Wall of Kelp	SC R	1.00			
● Willow Priestess	SC R	2.00			
● Winter Sky	SOR R	1.50			

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (199 cards)	\$140.00
Booster Pack (12 cards)	4.00
Booster Box (45 packs)	135.00
Commons	.15
Unlisted Uncommons	.50

● Ashnod's Cylx	ART R	2.50	● Bone Mask	ART R	2.50
● Baldovan Dead	SC U	1.00	● Brushwagg	SC R	2.00
● Baldovan Horde	SC R	11.00	● Burning Palm Ereet	SC U	.75
● Baldovan Trading Post	LAN R	4.00	● Cadaverous Bloom	EN R	5.00
● Burnout	INT U	1.00	● Canopy Dragon	SC R	5.00
● Chaos Hurlerquin	SC R	2.50	● Carrion	INS R	2.00
● Contagion	INS U	1.00	● Catacomb Dragon	SC R	5.50
● Diminishing Returns	SOR U	3.50	○ Celestial Dawn	EN R	6.00
● Diseased Vermin	SC U	1.00	● Chaosphere	EN R	3.00
● Dystopia	EN R	4.00	● Charcoal Diamond	ART U	1.00
● Energy Arc	INS U	1.00	● Circle of Despair	EN R	2.00
○ Exile	INS R	4.75	● Consuming Ferocity	EC U	.50

● Fatal Lure	SOR R	3.00	● Winter's Night	EN R	3.00
● Floodwater Dam	INT U	3.00	● Yavinaya's Ants	SC U	1.00
● Force of Will	INT U	2.50			
● Gargantuan Gorilla	SC R	2.00			
● Gushtha's Scepter	ART R	3.00			
● Heart of Yavinaya	LAN R	4.00			
● Helm of Obedience	ART R	7.00			
● Ivory Gargoyle	SC R	5.00			
● Kayasa	SC R	4.00			
● Keeper of Tresserhorn	SC R	3.00			
● Kjeldoran Outpost	LAN R	7.00			
● Krovikian Horror	SC R	3.00			
● Lake of the Dead	LAN R	8.50			
● Library of Lat-Nam	SOR R	3.50			
● Lin-Dul's Paladin	SC U	1.00			
● Lin-Dul's Vault	INS U	1.00			
● Lodestone Bauble	ART R	3.00			
● Lord of Tresserhorn	SC R	5.00			
● Misfortune	SOR R	2.00			
● Nature's Wrath	EN R	3.00			
● Omen of Fire	INS R	3.00			
● Phantasmal Sphere	SC R	3.00			
● Pheldagrit	SC R	3.00			
● Phyrexian Devourer	AC R	2.50			
● Phyrexian Portal	ART R	3.00			
● Pilgrage	SOR U	2.00			
● Ritual of the Machine	SOR R	3.00			
● Rogue Skycaptain	SC R	2.50			
○ Royal Decree	EN R	2.50			
○ Scars of the Veteran	INS U	1.00			

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (350 cards)	\$170.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	75.00
Booster Box (36 packs)	.10
Commons	.10
Unlisted Uncommons	.50

● Abyssal Hunter	SC R	3.00	● Abyssal Hunter	SC R	3.00
● Acidic Dagger	ART R	2.00	● Acidic Dagger	ART R	2.00
● Alfya Grove	EN R	2.50	● Alfya Grove	EN R	2.50
● Afterlife	INS U	.75	● Afterlife	INS U	.75
● Amber Prison	ART R	3.00	● Amber Prison	ART R	3.00
● Amulet of Unmaking	ART R	2.00	● Amulet of Unmaking	ART R	2.00
● Ancestral Memories	SOR R	3.00	● Ancestral Memories	SOR R	3.00
● Ashen Powder	SOR R	2.00	● Ashen Powder	SOR R	2.00
● Asmira, Holy Avenger	SC R	3.00	● Asmira, Holy Avenger	SC R	3.00
● Auspicious Ancestor	SC R	2.50	● Auspicious Ancestor	SC R	2.50
● Barreling Attack	INS R	2.00	● Barreling Attack	INS R	2.00
● Basalt Golem	AC U	.50	● Basalt Golem	AC U	.50
● Bazaar of Wonders	EN R	4.50	● Bazaar of Wonders	EN R	4.50
● Benthic Djinn	SC R	2.50	● Benthic Djinn	SC R	2.50
● Blighted Shaman	SC U	.50	● Blighted Shaman	SC U	.50
● Blind Fury	INS U	.50	● Blind Fury	INS U	.50

● Dissipate	INT	1.00	
○ Divine Retribution	INS R	2.50	
● Dwarven Miner	SC	U	75
● Early Harvest	INS	R	3.00
● Emberwilde Callig	SC	R	2.50
● Emberwilde Djinn	SC	R	2.00
● Energy Bolt	SOR	R	3.00
● Energy Vortex	EN	R	3.00
○ Enlightened Tutor	INS	U	1.50
○ Ethereal Champion	SC	R	2.50
○ Favorable Destiny	EC	U	.75
● Final Fortune	INS	R	5.50
● Fire Diamond	ART	U	1.00
● Flash	INS	R	3.00
● Forbidden Crypt	EN	R	3.00
● Forsaken Wastes	EN	R	5.00
● Frantic Ereet	SC	R	4.00
● Goblin Soothsayer	SC	U	
● Grim Feast	EN	R	3.00
● Grinning Totem	ART	R	5.50
● Hakim, Lureweaver	SC	R	3.00
● Hall of Garmatha	EN	R	3.00
● Hammer of Bogardan	SOR	R	13.00
● Harbinger of Night	SC	R	2.50
● Hivis of the Scale	SC	R	3.00
● Horrible Hordes	AC	U	.50
● Illicit Auction	SOR	R	2.50
● Illumination	INT	U	
● Infernal Contract	SOR	R	3.50
○ Jahari's Influence	INS	R	2.50
● Jungle Patrol	SC	R	2.50
● Kulnessa Pirates	SC	R	2.75
● Leering Gargoyle	SC	R	2.50
● Lion's Eye Diamond	ART	R	2.00
● Lurs of Prey	INS	R	2.00
● Malignant Growth	EN	R	2.00
● Mana Prism	ART	U	1.00
○ Mangara's Blessing	INS	U	1.00
○ Mangara's Equity	EN	U	1.00
● Mangara's Tome	ART	R	3.00
● Marble Diamond	ART	U	1.00
● Maro	SC	R	1.50
○ Mindless Spirit	SC	U	1.00
● Mindseeder Spores	SC	R	2.50
● Mire Shade	SC	R	3.00
● Misses' Cage	ART	R	5.00
● Mst Dragon	SC	R	5.00
● Mss Diamond	ART	U	1.50
● Mystical Tutor	INS	U	1.00
● Natural Balance	SOR	R	3.00
● Nettetooth Djinn	SC	U	1.00
○ Null Chamber	EN	R	3.00
● Painful Memories	SC	U	.50
● Paupers' Cage	ART	R	3.00
● Pearl Dragon	SC	R	5.00
● Phryxan Dreadnought	AC	R	6.50
● Phryxan Purge	SOR	R	2.50
● Phryxan Tribute	SOR	R	2.00
● Political Trickery	SOR	R	3.00
● Polymorph	SOR	R	2.00
● Preferred Selection	EN	R	3.00
● Prismatic Boon	INS	U	.50
● Prismatic Lace	INS	R	2.50
● Psychic Transfer	SC	R	3.50
● Purgatory	EN	R	3.00
● Purry of Urborg	SC	R	3.00
● Rashda Scalebane	SC	R	2.00
● Razor Pendulum	ART	R	3.00
● Reckless Embargne	SC	R	3.00
● Reflect Damage	INS	R	3.00
● Reparations	EN	R	2.00
● Root Basilisk	SC	R	3.00
● Roots of Life	EN	U	.50
● Sacred Mana	EN	R	6.00
● Savage Twister	SOR	U	1.00
● Sawback Manticores	SC	R	2.50
● Sealed Fate	SOR	U	1.00
● Seeds of Innocence	SC	R	2.00
● Shallow Grave	INS	R	4.00
● Shaouk, Endliringer	EN	R	3.00
● Shimmer	SC	R	3.50
● Sedar Jabari	SC	R	2.00
● Sky Diamond	ART	D	1.50
● Soul Echo	EN	R	3.00
● Spectral Guardian	SC	R	3.00
● Spirit of the Night	SC	R	6.50
● Stupor	SOR	U	
● Subterranean Spirit	SC	R	3.00
● Sunwebs	SC	R	3.50
● Tainted Specter	SC	R	2.00
● Taniyahu	SC	R	4.00
● Teeka's Dragon	AC	R	5.00
● Teferi's Imp	SC	R	2.50
● Teferi's Isle	LAW	R	2.50
● Telim'Tor	SC	R	2.50
● Telim'Tor's Echo	INS	R	2.00
● Tombstone Stainell	EN	R	4.00
● Torrent of Lava	SOR	R	3.00
● Ukkabi Widcasts	SC	R	3.50
● Unfulfilled Desire	EN	R	3.00
● Verbract Bottle	ART	R	2.50
● Violent Maric	SC	U	.75
● Volcanic Dragon	SC	R	5.00

MAGIC

The Gathering®

Price Guide

Volcanic Geyser	INS	U	1.00
Waiting in the Woods	SOR	R	3.00
Warping Worm	SC	R	2.00
Wellspring	EL	R	2.00
Wildfire Emissary	SC	U	1.00
Worldly Tutor	INS	U	1.00
Yare	INS	R	2.00
Zebra Unicorn	SC	U	1.00
Zinton of the Claw	SC	R	4.00
Zubon Golden Feather	SC	R	3.00

Three Wishes	INS	R	2.50
Tin-Wing Chimera	AC	U	.50
Tithe	INS	R	4.50
Triangle of War	ART	R	3.00
Undiscovered Paradise	LAN	R	7.00
Vampire Tutor	INS	R	10.00
Yashino Sandstalker	SC	U	1.00
Yashwan Dragon	SC	R	6.50
Wand of Demal	ART	R	3.50
Waterspout Dymn	SC	U	1.00
Zaffirin Crusader	SC	R	3.00

VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards)	140.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	15
Unlisted Uncommons	50

Aku Dymn	SC	R	6.00
Annul of Bogardan	ART	R	4.50
Archangel	SC	R	2.00
Army Ants	SC	U	.50
Blanket of Night	EN	U	1.00
Bogardan Phoenix	SC	R	3.50
Brass Talon Chimera	AC	U	.50
Breathstealer's Crypt	EN	R	2.50
Brood of Cockroaches	SC	U	.50
Chronotag	SC	R	4.00
City of Solitude	EN	R	6.00
Corrosion	EN	R	2.00
Creeping Mold	SOR	U	2.00
Desertion	INT	R	5.00
Desolation	EN	U	1.00
Diamond Kithalosage	ART	R	2.50
Dragon Mask	ART	U	1.00
Elephant Grass	EN	U	1.00
Elbon Lar	EN	R	3.00
Equipose	EN	R	3.00
Eye of Singularity	EN	R	3.00
Femeref Enchantress	SC	R	3.00
Firestorm	SC	R	5.00
Flooded Shoreline	EN	R	3.00
Forbidden Ritual	SOR	R	3.00
Goblin Recruiter	SC	U	1.00
Griffin Canyon	LAN	R	3.00
Gurding Spirit	SC	R	2.50
Helm of Awakening	ART	R	1.00
Honorable Passage	INS	U	1.00
Juju Bubble	ART	U	.50
Kaervek's Spite	INS	R	3.00
Katabatic Winds	EN	R	2.00
Kuolus	SC	R	3.00
Lead Belly Chimera	AC	U	.50
Lichenrhyze	SC	R	3.00
Lightning Cloud	EN	R	3.00
Longbow Archer	SC	U	1.50
Magma Mine	ART	U	.75
Miraculous Recovery	INS	U	1.50
Natural Order	SOR	R	3.50
Necromancy	EN	U	1.00
Necrosavant	SC	R	3.00
Nekrataal	SC	U	1.50
Ogre Enforcer	SC	R	3.50
Ovinomancer	SC	U	1.00
Peace Talks	SOR	U	.50
Physician Marauder	AC	R	3.00
Pillar Tombs of Akru	EN	R	3.50
Prosperity	SOR	U	1.50
Pyromy Hopu	SC	R	3.00
Quicksand	LAN	U	1.00
Quinn Druid	SC	R	2.50
Rainbow Ereet	SC	R	5.00
Relethless Assault	SOR	R	7.00
Retribution of the Monk	SOR	R	3.00
Righteous War	EN	R	3.00
Rowen	EN	R	3.00
Sands of Time	ART	R	3.00
Scalebane's Elite	SC	U	1.00
Simoon	INS	U	.50
Snake Basket	ART	R	4.50
Squandered Resources	EN	R	3.00
Stampeding Wildbeasts	SC	U	1.00
Suleiman's Legacy	EN	R	3.00
Summer Bloom	SOR	U	1.00
Tefen's Puzzle Box	ART	R	2.50
Tefen's Realm	EN	R	3.00
Tempest Drake	SC	U	1.00

WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (167 cards)	105.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	76.00
Commons	10
Unlisted Uncommons	50

Abycence	INS	R	5.50
Abaroth	SC	R	4.00
Aether Flash	EN	U	1.50
Alabaster Dragon	SC	R	4.50
Ancestral Knowledge	EN	R	4.00
Awaken	SC	R	3.00
Barish	SC	U	.50
Bone Dancer	SC	R	3.00
Bosom Strip	ART	R	2.50
Bubbie Matrix	ART	R	4.00
Call of the Wild	EN	R	3.50
Chimeric Sphere	ART	U	.75
Debt of Loyalty	INS	R	3.00
Dense Foliage	EN	R	4.00
Dingus Staff	ART	U	1.00
Doomsday	SOR	R	3.50
Overseer Thaumaturgist	SC	R	2.50
Erta's Familiar	SC	R	3.00
Favor	EN	R	4.50
Firestorm	INS	R	4.50
Forysan Brigade	SC	U	.75
Fungus Elemental	SC	R	2.75
Gaea's Blessing	SOR	U	1.00
Gallowbraid	SC	R	3.00
Gemstone Mine	LAN	U	3.25
Goblin Bomb	EN	R	4.00
Heart of Bogardan	EN	R	3.00
Heat Stroke	EN	R	3.00
Hurlion Shaman	SC	U	.50
Internal Tribute	EN	R	3.00
Inner Sanctum	EN	R	3.00
Lunge of the Hollows	SC	R	3.50
Lotus Vale	LAN	R	10.50
Mana Web	ART	R	5.00
Maraxus of Keld	SC	R	5.00
Morntien	SC	R	3.00
Mwonyuku Dove	SC	R	3.00
Nature's Resurgence	SOR	R	3.50
Noble Benefactor	SC	U	.75
Hull Rod	ART	R	3.00
Orchid Settlers	SC	R	1.00
Paradigm Shift	SOR	R	3.00
Peaceweaver	SC	R	4.00
Pendrell Mists	EN	R	4.00
Phantom Warrior	SC	U	.50
Psychic Vortex	EN	R	3.00
Releam	SOR	U	1.00
Scorching Ruins	LAN	R	3.00
Serenity	EN	R	4.25
Serra's Blessing	EN	U	1.00
Southern Paladin	SC	R	4.00
Tariff	SOR	R	3.00
Tefen's Veil	EN	U	.50
Thran Tome	ART	R	2.75
Thundermare	SC	R	6.00
Tobarian Entrancer	SC	R	3.00
Tobarian Serpent	SC	R	3.00
Touchstone	ART	U	1.00
Tranquil Grove	EN	R	3.00
Urborg Justice	INS	R	3.00
Urborg Stalker	SC	R	3.00
Vodaian Illusionist	SC	U	1.50
Volunteer Reserves	SC	U	5.00
Wave of Terror	EN	R	4.00
Well of Knowledge	EN	R	3.00
Winding Canyon	LAN	R	4.00
Xanthic Statue	ART	R	3.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	225.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	84.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Starter Box (12 decks-pre-constructed)	125.00

Commons	10
Unlisted Uncommons	75

Altar of Dementia	ART	R	5.00
Aluren	EN	R	5.00
Angelic Protector	SC	U	.75
Apes of Rath	SC	U	.50
Apocalypse	SOR	R	4.50
Auratos	SC	R	2.50

Deadshot	SOR	R	2.50
Death Pits of Rath	EN	R	3.50
Dirtwork Worm	SC	R	5.00
Dracoplain	SC	R	3.50
Drugs of Sorrow	SOR	R	3.50
Duplicity	EN	R	3.00
Earthcraft	EN	R	4.00
Echo Chamber	ART	R	3.50
Eladamri Lord of Leaves	SC	R	5.50
Eladamri's Vineyard	EN	R	7.00
Elven Warhounds	SC	R	3.00
Emerald Meditation	ART	R	4.00
Emmessi Tome	ART	R	3.00
Enrigger	AC	R	3.00
Ertai's Meddling	INT	R	3.00
Escaped Shapeshifter	SC	R	4.00
Extinction	SOR	R	3.50
Fevered Convulsions	EN	R	3.00
Field of Souls	EN	R	3.50

Jinxed Idol	ART	R	2.00
Kezzerdrix	SC	R	2.50
Knight of Dawn	SC	U	1.25
Knight of Dusk	SC	U	1.00
Kraklin	SC	U	1.00
Legacy's Allure	EN	U	1.00
Lagerdemain	SOR	U	1.00
Light of Day	EN	U	1.25
Living Death	SOR	R	10.00
Labortory	SOR	U	1.50
Maddening Imp	SC	R	2.50
Magmaaur	SC	R	2.50
Magnetic Web	ART	R	2.50
Mana Severance	SOR	R	4.00
Marble Titan	SC	R	3.00
Mawcar	SC	R	2.50
Maze of Shadows	LAN	U	1.25
Meditate	INS	R	6.00
Minion of the Wastes	SC	R	3.50
Mirri's Bulle	EN	R	4.00
Moog Cannon	ART	U	.50
Mongrel Pack	SC	R	3.00
Nature's Revolt	EN	R	4.00
No Quarter	EN	R	3.00
Drac en-Vec	SC	R	3.50
Drum Samite Healer	SC	R	3.00
Overturn	SOR	U	1.50
Pallimud	SC	R	2.50
Patchwork Gnomes	AC	U	.50
Pearl Meditation	ART	R	4.50
Pegasus Refuge	EN	R	3.50
Phyrean Gnomes	ART	R	3.00
Pine Barrens	LAN	R	4.50
Preognition	EN	R	3.50
Propaganda	EN	U	2.00
Puppet Strings	ART	U	1.00
Rain of Tears	SOR	U	1.00
Rath Dragon	SC	R	9.00
Reanimate	SOR	U	.50
Recycle	EN	R	4.50
Reflecting Pool	LAN	R	10.00
Renegade Warlord	SC	U	.50
Repentance	SOR	U	.50
Root Maze	EN	R	2.50
Rootwater Depths	LAN	U	.75
Rootwater March	SC	R	2.50
Rootwater Shaman	SC	R	2.50
Ruby Meditation	ART	R	4.00
Sacred Guide	SC	R	2.50
Safeguard	EN	R	3.00
Salt Flats	LAN	R	4.00
Sapphire Meditation	ART	R	5.00
Sarcocracy	EN	R	4.00
Scathland	LAN	R	4.50
Scalding Tongue	ART	R	4.00
Scorched Earth	SOR	R	3.50
Scragnot	SC	U	1.00
Screeching Harpy	SC	U	.50
Scroll Rack	ART	R	5.50
Selena Dark Angel	SC	R	4.00
Shocker	SC	R	4.50
Sky Spirit	SC	U	1.00
Skyshroud Forest	LAN	R	4.00
Skyshroud Vampire	SC	U	1.00
Sollar Emissary	SC	R	3.00
Sollar Guerrillas	SC	R	3.00
Sollar Monk	SC	U	1.50
Sollar Priest	SC	U	1.00
Spirit Mirror	EN	R	4.00
Spontaneous Combustion	INS	U	.75
Starks of Rath	SC	R	3.00
Static Orb	ART	R	3.50
Steal Enchantment	EE	U	.75
Stein Front	EN	U	.50
Sudden Impact	INS	U	1.00
Teletropter	AC	U	.50
Thalakis Lowlands	LAN	U	1.00
Thumbscrews	ART	R	3.00
Time Warp	SOR	R	11.00
Tooth and Claw	EN	R	2.50
Torture Chamber	ART	R	3.00
Traveling Bird	SC	R	11.00
Unstable Shapeshifter	SC	R	3.50
Verd Township	LAN	U	.75
Viant Force	SC	R	7.00
Verdigris	INS	U	.50
Vigilant	SC	R	3.75
Warmth	EN	U	.75
Wasteland	LAN	U	2.50
Whim of Volrath	INS	R	3.00
Whispers of the Muse	INS	U	1.00
Wind Dancer	SC	U	.50
Winds of Rath	SOR	R	4.50
Wood Sage	SC	R	2.50



DOUBLE TAKES

TEMPEST IN A TEAPOT

The *Tempest* expansion had such an abundance of card ideas that many had to be pushed off to other sets and have their mechanics changed significantly. Elvish Lyrst, from *Urza's Saga*, was originally a white card with flying, but was pushed out of *Tempest* by Disenchant and, eventually, became a cousin of Scavenger folk. And Flicker, a white sorcery that finally came out in *Urza's Destiny*, was originally a blue *Tempest* instant, but that caused too many rules problems.

Avenging Angel	SC	R	4.50
Believing Fiend	SC	R	2.50
Benthic Behemoth	SC	R	4.00
Booby Trap	ART	R	4.50
Bottle Gnomes	AC	U	1.00
Bounty Hunter	SC	R	3.50
Caldara Lake	LAN	R	4.00
Canyon Drake	SC	R	2.00
Carionette	SC	R	3.00
Chalric Goo	SC	R	3.00
Choke	EN	U	.75
Choke	EN	U	1.00
Cinder Marsh	LAN	U	1.00
Coffin Queen	SC	R	4.00
Cold Storage	ART	R	5.00
Commander Graven II-Vec	SC	R	5.50
Compass Dance	INS	R	5.00
Cursed Armodon	SC	R	3.00
Cursed Scroll	ART	R	18.00
Dauthi Embrace	EN	U	1.50

Flickering Ward	EC	U	1.00
Flowstone Salamander	SC	U	.75
Flowstone Sculpture	AC	R	3.00
Flowstone Wyvern	SC	R	3.00
Fool's Tame	ART	R	3.00
Fugitive Druid	SC	R	3.00
Furnace of Rath	EN	R	4.50
Fylamari	SC	U	1.00
Gerrard's Battle Cry	EN	R	4.00
Goblin Bombardment	EN	U	1.00
Grindstone	ART	R	5.00
Hand to Hand	EN	R	3.00
Hanna's Custody	EN	R	3.00
Heartwood Giant	SC	R	3.00
Helm of Possession	ART	R	3.50
Humility	EN	R	5.00
Interdict	INT	U	1.50
Intuition	INS	R	5.00
Jackal Pup	SC	U	1.50
Jet Meditation	ART	R	4.50

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards)	150.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	78.00
Commons	10
Unlisted Uncommons	1.00

Acidic Sliver	SC U	1.50
Amok	EN R	2.50
Awakening	EN R	4.00
Bottomless Pit	EN U	1.00
Burgeoning	EN R	3.00
Carnassid	SC R	3.00
Croavex the Cursed	SC R	4.00
Crystalline Sliver	SC U	1.25
Dream Lands	EN R	4.00
Ensuring Bridge	ART R	5.00
Evacuation	INS R	3.50
Fanning the Flames	SOR U	1.00
Flawstone Weaver	SC R	3.00
Grave Pact	EN R	4.50
Heartstone	ART U	7.50
Heat of Battle	EN U	1.00
Hermit Druid	SC R	3.00
Hestiation	EN R	7.50
Hidden Retreat	EN R	3.00
Horn of Greed	ART R	3.00
Intruder Alarm	EN R	2.50
Invasion Plans	EN R	2.50
Jinxed Ring	ART R	2.50
Mask of the Mimic	INS U	.50
Megrim	EN U	1.00
Mind Peel	SOR U	.50
Mindwarper	SC R	3.00
Mogg Infestation	SOR R	4.00
Mogg Maniac	SC U	1.25
Mortuary	EN R	2.50
Max Diamond	ART R	20.00
Portcullis	ART R	4.00
Pursuit of Knowledge	EN R	5.50
Rebound	INT U	.75
Reins of Power	INS R	3.00
Revenant	SC R	3.00
Rolling Stones	EN R	3.50
Ruinward	SOR R	4.00
Sacred Ground	EN R	3.50
Shaman en-Kar	SC R	3.50
Shard Phoenix	SC R	5.00
Shifting Wall	AC U	.75
Shiv Wyrms	SC R	4.50
Skeleton Scavengers	SC R	2.50
Silver Queen	SC R	10.00
Softan Champion	SC R	3.50
Spike Breeder	SC R	3.00
Spike Feeder	SC U	1.00
Splitting Hydra	SC R	3.50
Stronghold Assassin	SC R	3.00
Sword of the Chosen	ART R	2.50
Temper	INS U	.75
Thalakos Deceiver	SC R	3.00
Verdant Touch	SOR R	2.50
Victual Sliver	SC U	1.00
Volrath's Gardens	EN R	3.00
Volrath's Laboratory	SC R	3.50
Volrath's Shapeshifter	SC R	3.50
Volrath's Stronghold	LAN R	5.50
Wall of Essence	SC U	1.00
Wall of Souls	SC U	1.00
Warrior Angel	SC R	4.50

EXODUS

WIZARDS OF THE COAST-1998

Full Set (143 cards)	125.00
Starter Deck (60 cards)	9.50
Starter Box (12 decks)	115.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Commons	10
Unlisted Uncommons	1.00

Cataclysm	SOR R	8.00
City of Traitors	LAN R	4.50
Coat of Arms	ART R	7.00
Convolvescence	EN R	3.00
Dauthi Warlord	SC U	.75
Dominating Licid	SC R	3.50
Entropic Specter	SC R	3.00
Ephemerom	SC R	2.00
Equilibrium	EN R	5.50
Erratic Portal	ART R	3.50
Ertai, Wizard Adept	SC R	7.00
Exalted Dragon	SC R	4.00
Fighting Chance	INT U	3.00
Forbid	INS R	1.00
Hatred	INS R	6.50
Limited Resources	EN R	4.00
Manabond	EN R	3.00
Memory Crystal	ART R	3.50

Mind Maggots	SC U	.75
Mind Over Matter	EN R	5.00
Mindless Automaton	AC R	2.50
Mirri, Cat Warrior	SC R	4.50
Monstrous Hound	SC R	2.50
Nul Brooch	ART R	5.00
Oath of Druids	EN R	7.50
Oath of Ghosts	EN R	4.50
Oath of Legies	EN R	3.50
Oath of Mages	EN R	3.00
Oath of Scholars	EN R	3.00
Ogre Shaman	SC R	3.00
Paladin en-Vec	SC R	5.50
Pandemonium	EN R	5.50
Pit Spawn	SC R	4.00
Plaguebearer	SC R	3.00
Ravenous Baboon	SC R	2.50
Recurring Nightmare	EN R	4.00
Resuscitate	INS U	.75
Seismic Assault	EN R	4.00
Skyshroud War Beast	SC R	3.50
Sphere of Resistance	ART R	4.00
Spike Cannibal	SC U	.75
Spike Hatcher	SC R	3.00
Spike Weaver	SC R	4.50
Survival of the Fittest	EN R	7.50
Thalakos Drifters	SC R	3.00
Thopter Squadron	AC R	2.00
Volrath's Dungeon	EN R	4.00
Wall of Wits	SC R	2.50
Workhorse	AC R	2.00

URZA'S SAGA

WIZARDS OF THE COAST-1998

Full Set (335 cards)	240.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Starter Deck (75 cards)	9.50
Starter Box (12 decks)	90.00
Commons	10
Unlisted Uncommons	1.00

Abundance	EN R	5.00
Abyssal Horror	SC R	3.50
Angelic Chorus	EN R	5.00
Antagonism	EN R	3.00
Arcane Laboratory	EN U	1.50
Argothian Enchantress	SC R	4.00
Argothian Wurm	SC R	4.50
Attunement	EN R	3.50
Back to Basics	EN R	4.00
Barrin, Master Wizard	SC R	4.50
Barrin's Codex	ART R	3.50
Bedlam	EN R	3.50
Brand	INS R	3.00
Bulwark	EN R	3.50
Catastrophe	SOR R	6.00
Child of Gaea	SC R	5.00
Chimeric Staff	ART R	4.50
Citadel Centurion	SC R	5.00
Citadel Flute	ART R	4.00
Citadel Hierophants	SC R	4.00
Contamination	EN R	4.00
Copper Gnomes	AC R	3.50
Crater Hellion	SC R	6.50
Dark Hatchling	SC R	4.00
Darkest Hour	EN R	3.50
Discordant Dirge	EN R	3.50
Drifting Djinn	SC R	4.00
Eastern Paladin	SC R	4.00
Electrify	SC R	3.50
Elite Archers	SC R	3.50
Endless Wurm	SC R	6.00
Energy Field	EN R	5.00
Exploration	EN R	4.50
Faith Healer	SC R	3.50
Fault Line	INS R	4.00
Fluctuator	ART R	3.00
Gaea's Cradle	LAN R	10.00
Gamble	SOR R	4.00
Gilded Drake	SC R	4.00
Glorious Anthem	EN R	6.00
Grafted Shoulcap	ART R	3.50
Great Whale	SC R	5.00
Greater Good	EN R	4.00
Greener Pastures	EN R	3.50
Herald of Serra	SC R	4.50
Hidden Herd	EN R	3.00
Hidden Predators	EN R	3.00
Hidden Stag	EN R	3.00
Ill-Gotten Gains	SOR R	3.50
Imaginary Pet	SC R	3.50
Intrepid Hero	SC R	4.00
Kam, Silver Golem	AC R	5.00
Lifeline	ART R	6.00
Lightning Dragon	SC R	7.50
Lightning Dragon (Promo)	SC R	15.00
Latus Blossom	ART R	6.00
Lurking Evil	EN R	3.00
Metronome	ART R	3.00
Midsummer Revel	EN R	3.50
Mishra's Helix	ART R	4.00

Morphling	SC R	5.50
Noetic Scales	ART R	3.50
Okk	SC R	3.00
Opal Archangel	EN R	4.00
Opal Titan	EN R	4.00
Oppression	EN R	3.50
Pariah	EC R	4.00
Persecute	SOR R	5.00
Phyrexian Colossus	AC R	5.00
Phyrexian Processor	ART R	4.50
Phyrexian Tower	LAN R	4.50
Planar Birth	SOR R	3.50
Purging Scythe	ART R	3.00
Recantation	EN R	3.00
Remembrance	EN R	3.00
Reprocess	SOR R	3.00
Rumbling Crescendo	EN R	3.00
RoP: Lands	EN R	3.00
Scoria Wurm	SC R	3.00
Seasoned Marshal	SC U	1.50
Serra Avatar	SC R	12.00
Serra's Liturgy	EN R	3.50
Serra's Sanctum	LAN R	5.00
Shivan Gorge	LAN R	4.00
Shivan Hellkite	SC R	6.50
Show and Tell	SOR R	5.00
Sleeper Agent	SC R	3.00
Smokestack	ART R	5.00
Sneak Attack	EN R	7.00
Somniphore	SC R	3.50
Soul Sculptor	SC R	3.00
Sporgogenesis	EN R	3.00
Stroke of Genius	INS R	14.00
Sulfuric Vapors	EN R	3.00
Sunder	INS R	4.50
Tainted Ether	SC R	3.50
Temporal Aperture	ART R	4.50
Thran Quarry	LAN R	8.00
Time Spiral	SOR R	11.00
Tolarian Academy	LAN R	7.50
Umibilicus	ART R	3.50
Veblud	SC R	3.00
Veiled Crocodile	EN R	3.00
Vernal Bloom	EN R	3.50
Vishia Shadswimmer	SC R	2.50
Western Paladin	SC R	4.00
Whetstone	ART R	3.50
Whirlwind	SOR R	3.00
Wildfire	SOR R	5.00
Witch Engine	SC R	3.00
Worship	EN R	6.50

Yawgmoth's Will	SOR R	7.00
Zephid	SC R	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	100.00
Preconstructed Starter Deck (75 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Commons	10
Unlisted Uncommons	.75

Anthropomorph	SC R	3.50
Archivist	SC R	4.00
Avalanche Riders	SC U	1.00
Beast of Burden	AC R	4.75
Blessed Reversal	INS R	4.00
Brink of Madness	EN R	3.50
Crawspace	ART R	4.50
Damping Engine	ART R	4.00
Defense Grid	ART R	6.00
Defense of the Heart	EN R	4.50
Delusions of Mediocrity	EN R	4.00
Deranged Hermit	SC R	5.00
Eviscerator	SC R	4.50
Fleeting Image	SC R	4.00
Goblin Welder	SC R	3.50
Grim Monolith	ART R	5.50
Hidden Gibbons	EN R	4.50
Impending Disaster	EN R	4.50
Iron Maiden	ART R	4.50
Karmic Guide	SC R	4.00
Lurking Skirge	EN R	3.00
Memory Jar	ART R	4.50
Might of Oaks	INS R	7.00
Molten Hydra	SC R	4.50
Multani, Mara-Sorcerer	SL R	9.50
No Mercy	EN R	6.00
Opal Avenger	EN R	4.00
Palinchron	SC R	6.50
Phyrexian Plaguelord	SC R	5.00
Planar Collapse	EN R	5.00
Purify	SOR R	4.00
Pyromancy	EN R	5.50
Quicksilver Amulet	ART R	4.50
Radiant, Archangel	SL R	8.00
Ring of Gix	ART R	8.00
Rivalry	EN R	4.00
Scrapheap	ART R	3.50

Second Chance	EN R	10.00
Shivan Phoenix	SC R	8.00
Subversion	EN R	4.00
Thran Lens	ART R	4.50
Thran War Machine	AC U	1.00
Thran Weaponry	ART R	3.50
Urza's Blueprints	ART R	4.50
Weatherseed Treefolk	SC R	5.50
Wheel of Torture	ART R	4.00

URZA'S LEGACY

(FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards)	1,900.00
Unlisted Commons	3.50
Unlisted Uncommons	12.00

Angel's Trumpet	ART U	7.00
Anthropomorph	SC R	18.00
Archivist	SC R	22.00
Avalanche Riders	SC U	10.00
Beast of Burden	AC R	22.00
Blessed Reversal	INS R	9.00
Blotted Toad	SC U	9.00
Bone Shredder	SC U	10.00
Brink of Madness	EN R	22.00
Crawspace	ART R	20.00
Damping Engine	ART R	22.00
Defense Grid	ART R	25.00
Defense of the Heart	EN R	25.00
Delusions of Mediocrity	EN R	25.00
Deranged Hermit	SC R	26.00
Eviscerator	SC R	20.00
Faerie Conclave	LAN U	10.00
Fleeting Image	SC R	22.00
Forbidden Watchtower	LAN U	10.00
Gang of Elk	SC U	10.00
Ghru War Cry	EN U	8.00
Goblin Welder	SC R	22.00
Grim Monolith	ART R	25.00
Harmonic Convergence	INS U	8.00
Hidden Gibbons	EN R	22.00
Hope and Glory	INS U	8.00
Impending Disaster	EN R	20.00
Iron Maiden	ART R	20.00
Jhura's Toolbox	AC U	10.00
Karmic Guide	SC R	7.00
Lone Wolf	SC U	22.00
Lurking Skirge	EN R	22.00
Memory Jar	ART R	22.00
Might of Oaks	INS R	33.00
Molten Hydra	SC R	22.00
Mother of Ruins	SC U	10.00
Multani, Mara-Sorcerer	SL R	40.00
No Mercy	EN R	30.00
Opal Avenger	EN R	20.00
Opportunity	INS U	10.00
Palinchron	SC R	35.00
Phyrexian Plaguelord	SC R	20.00
Phyrexian Reclamation	EN U	20.00
Planar Collapse	EN R	25.00
Purify	SOR R	20.00
Pyromancy	EN R	20.00
Quicksilver Amulet	ART R	22.00
Radiant, Archangel	SL R	40.00
Ring of Gix	ART R	50.00
Rivalry	EN R	20.00
Scrapheap	ART R	20.00
Second Chance	EN R	26.00
Shivan Phoenix	SC R	25.00
Simian Grunts	SC C	5.00
Spawning Pool	LAN U	8.00
Subversion	EN R	22.00
Thran Lens	ART R	22.00
Thran Weaponry	ART R	20.00
Urza's Blueprints	ART R	20.00
Vashino Cutthroat	SC U	9.00
Vashino Heretic	SC U	9.00
Weatherseed Treefolk	SC R	25.00
Wheel of Torture	ART R	20.00
Wing Snare	SOR U	7.00

URZA'S DESTINY & WIZARDS OF THE COAST-1999

Full Set (143 cards)	85.00
Preconstructed Starter Deck (75 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Commons	10

Academy Rector	SC R	3.50
After Sting	EN U	.75
Ancient Silverback	SC R	3.50
Apprentice Necromancer	SC R	4.50
Archery Training	EC U	.75
Attrition	EN R	4.00</

MAGIC

The Gathering®

Price Guide

● Aura Thief	SC R	4.50
● Blizzard Elemental	SC R	5.00
● Bloodshot Cyclops	SC R	4.50
● Body Snatcher	SC R	3.50
● Braidwood Cup	ART U	.75
● Braidwood Sextant	ART U	.75
● Brass Secretary	AC U	.75
● Brine Seer	SC U	1.50
● Caltrop	ART U	1.00
● Carnival of Souls	EN R	3.00
● Cinder Seer	SC U	1.00
● Compost	EN U	.75
● Covetous Dragon	SC R	7.00
● Disappear	EC U	.75
● Donate	SOR R	4.50
● Elish Piper	SC R	3.50
● Emperor Crocodile	SC R	6.00
● Enrapture	SOR U	.75
● Eradicate	SOR U	1.50
● Extruder	AC U	.75
○ False Prophet	SC R	6.00
● Festering Wound	EC U	.75
○ Field Surgeon	SC R	4.00
○ Flicker	SOR R	4.50
● Fodder Cannon	ART U	.75
● Gamekeeper	SC U	.75
● Goblin Berserker	SC U	.75
● Goblin Festival	EN R	3.00
● Goblin Marshal	SC R	3.50
● Hunting Moa	SC U	1.25
● Impatience	EN R	3.00
● Incendiary	EC U	.75
● Iridescent Drake	SC U	.75
● Ivy Seer	SC U	1.00
○ Jasmine Seer	SC U	.75
● Junk Diver	AC R	4.00
● Keldon Champion	SC U	1.00
● Landslide	SOR U	1.50
● Lurking Jackals	EN U	.75
● Mantis Engine	AC U	.75
● Master Healer	SC R	4.50
● Masticore	AC R	9.50
● Metalworker	AC R	4.00
● Metathran Elite	SC U	.75
● Momentum	EC U	.75
● Nightshade Seer	SC U	1.00
○ Opalescence	EN R	4.00
● Opposition	EN R	4.00
● Pattern of Rebirth	EC R	3.50
● Phyrexian Negator	SC R	6.00
● Plague Dogs	SC U	.75
● Plow Under	SOR R	4.00
● Powder Keg	ART R	5.50
● Private Research	EC U	.75
● Quash	INS U	1.25
● Rapid Decay	INS R	3.00
● Rayne, Academy Chancellor	SC R	4.50
● Repercussion	EN R	4.50
● Replenish	SOR R	8.50
● Rofellos, Llanowar Emissary	SC R	6.00
○ Sanctimony	EN U	.75
○ Scour	INS U	1.00
● Scrying Glass	ART R	4.00
○ Serra Advocate	SC U	.75
● Soul Feast	SOR U	.75
● Sowing Salt	SOR U	.75
● Splinter	SOR U	.75
● Storage Matrix	ART R	5.00
● Temporal Adapt	SC R	4.00
● Thieving Magpie	SC U	1.50
● Thorn Elemental	SC R	6.00
● Thran Dynamo	ART U	.75
● Thran Foundry	ART U	.75
● Thran Golem	AC R	4.00
● Treachery	EC R	8.50
● Urza's Incubator	ART R	2.50
○ Voice of Duty	SC U	.75
○ Voice of Reason	SC U	.75
● Wake of Destruction	SOR R	6.00
● Yavimaya Enchantress	SC U	1.00
● Yavimaya Hollow	LAN R	3.00
● Yawgmoth's Bargain	EN R	8.00

Unlisted Commons

○ Academy Rector	SC R	16.00
● Aetherling	EN U	4.00
● Ancient Silverback	SC R	15.00
● Apprentice Necromancer	SC R	12.00
● Archery Training	EC R	3.50
● Attrition	EN R	14.00
● Aura Thief	SC R	12.00
● Blizzard Elemental	SC R	15.00
● Bloodshot Cyclops	SC R	12.00
● Body Snatcher	SC R	12.00
● Braidwood Cup	ART U	3.50
● Braidwood Sextant	ART U	3.50
● Brass Secretary	AC U	3.50
● Brine Seer	SC U	3.50
● Caltrop	ART U	5.00
● Carnival of Souls	EN R	12.00
● Cinder Seer	SC U	3.50
● Compost	EN U	3.50

● Gamekeeper	SC U	3.50
● Goblin Berserker	SC U	4.00
● Goblin Festival	EN R	10.00
● Goblin Marshal	SC R	13.00
● Heart Warden	SC C	3.00
● Hunting Moa	SC U	5.00
● Impatience	EN R	12.00
● Incendiary	EC U	3.00
● Iridescent Drake	SC U	4.00
● Ivy Seer	SC U	3.50
○ Jasmine Seer	SC U	4.00
● Junk Diver	AC R	10.00
● Keldon Champion	SC U	4.50
● Landslide	SOR U	4.00
● Lurking Jackals	EN U	3.50
● Mantis Engine	AC U	3.50
● Master Healer	SC R	15.00
● Masticore	AC R	41.00
● Metalworker	AC R	13.00
● Metathran Elite	SC U	3.50
● Momentum	EC U	3.50
● Nightshade Seer	SC U	3.50
○ Opalescence	EN R	11.00
● Opposition	EN R	16.00
● Pattern of Rebirth	EC R	17.50
● Phyrexian Negator	SC R	18.00
● Plague Dogs	SC U	3.50
● Plow Under	SOR R	13.00
● Powder Keg	ART R	18.00
● Private Research	EC U	3.50
● Quash	INS U	5.00
● Rapid Decay	INS R	2.50
● Ravenous Rats	SC C	12.00
● Rayne, Academy Chancellor	SC R	15.00

● Sowing Salt	SOR U	4.00
● Splinter	SOR U	3.50
● Storage Matrix	ART R	12.00
● Temporal Adapt	SC R	15.00
● Thieving Magpie	SC U	10.00
● Thorn Elemental	SC R	20.00
● Thran Dynamo	ART U	4.00
● Thran Foundry	ART U	4.00
● Thran Golem	AC R	13.00
● Treachery	EC R	21.00
● Urza's Incubator	ART R	10.00
○ Voice of Duty	SC U	3.50
○ Voice of Reason	SC U	3.50
● Wake of Destruction	SOR R	15.00
● Yavimaya Elder	SC C	3.00
● Yavimaya Enchantress	SC U	4.00
● Yavimaya Hollow	LAN R	20.00
● Yawgmoth's Bargain	EN R	26.00

● Hammer Mage	SC U	.75
● Haunted Crossroads	EN R	1.00
● Heart of Ramos	ART U	4.00
● Henge Guardian	AC U	.75
● Henge of Ramos	LAN U	.75
● High Market	LAN R	3.00
● High Seas	EN U	.75
● Hired Giant	SC U	.75
○ Honor the Fallen	INS R	4.00
● Horn of Plenty	ART R	3.00
● Horn of Ramos	ART R	4.00
● Hunted Wumpus	SC U	1.50
● Indured Djinn	SC U	.75
● Instigator	SC R	3.00
● Intimidation	EN U	.75
● Iron Lance	ART U	.75
● Ivory Mask	EN R	6.00
● Jeweled Torque	ART U	.75
○ Jhovall Queen	SC R	5.00
○ Jhovall Rider	SC U	.75
● Karn's Touch	INS R	3.00
● Kyren Archive	ART R	3.00
● Kyren Legate	SC U	.75
● Kyren Negotiations	EN U	.75
● Kyren Toy	EN R	3.00
● Larceny	EN U	.75
○ Last Breath	INS U	.75
● Lava Runner	SC R	4.00
● Ley Line	EN U	.75
● Liability	EN R	2.00
● Lithophage	SC R	5.00
● Lumbering Satyr	SC U	.75
● Lure	EC U	.75

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (350 cards) 200.00

Tournament Packs (75 cards) 3.00

Starter Box (12 decks) 108.00

Booster Pack (15 cards) 3.00

Booster Box (36 packs) 85.00

Commons 15

● Aerial Caravan	SC R	3.00
○ Afterlife	INS U	.75
○ Amnestic	EN R	41.00
● Arms Dealer	SC U	.75
○ Arrest	EC U	.75
● Assembly Hall	ART R	2.50
○ Ballista Squad	SC U	2.50
● Barbed Wire	ART U	.75
● Bargaining Tables	SC R	3.50
● Battle Squadron	SC R	4.00
● Bifurcate	SOR R	2.50
● Black Market	EN R	3.00
● Blood Hound	SC R	3.00
● Blood Oath	INS R	3.00
● Boa Constrictor	SC U	.75
● Brawl	INS R	3.00
● Briar Patch	EN U	.75
● Bribery	SOR R	9.00
● Cackling Witch	SC U	.75
● Caller of the Hunt	SC R	4.00
● Cateran Enforcer	SC U	.75
● Cateran Kidnappers	SC U	.75
● Cateran Overlord	SC R	7.00
● Cateran Slayer	SC R	1.00
● Cateran Summons	SOR U	4.50
● Caustic Wasps	SC U	.75
● Cave-In	SOR R	4.00
● Chambered Nautilus	SC U	.75
● Chameleik	EN R	4.00
○ Cornered Market	EN R	3.00
● Corrupt Official	SC R	2.00
○ Cowardice	EN R	4.00
○ Crackdown	EN R	3.00
● Crag Saurian	SC R	3.00
● Credit Voucher	ART U	.75
● Crenelated Wall	AC U	.75
● Crooked Scales	ART R	2.50
● Crumbling Sanctuary	ART R	5.00
● Customs Depot	EN U	.75
● Dawnstrider	SC R	3.00
● Deathgazer	SC U	.75
● Deepwood Elder	SC R	3.00
● Deepwood Legate	SC U	.75
● Deepwood Tantor	SC U	.75
● Delraich	SC R	8.00
● Desert Twister	SOR U	.75
● Diplomatic Escort	SC U	.75
● Distorting Lens	ART R	4.00
● Dust Bowl	LAN R	6.00
● Embargo	EN R	4.00
● Energy Flux	EN U	.75
● Enslaved Horror	SC U	.75
● Enthrone	SC R	3.00
● Extortion	SOR R	5.00
● Extravagant Spirit	SC R	3.00
● Eye of Ramos	ART R	4.00
● False Demise	EC U	.75
● Failing Mantle	SC R	3.00
● Failing Ogre	SC U	.75
● Food Chain	EN R	5.00
● Forced March	SOR R	3.00
● Foster	EN R	4.00
● Fountain of Cho	LAN U	.75
○ Fountain Watch	SC R	4.00
● Game Preserve	EN R	3.00
● General's Regalia	ART R	3.00
● Ghoul's Feast	INS U	.75
● Glowing Anemone	SC U	.75
● Groundskeeper	SC U	.75

● Magistrate's Scepter	ART R	7.00
● Magistrate's Veto	EN U	.75
● Megatherium	SC R	3.00
● Mercadia's Downfall	INS U	.75
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● Misdirection	INS R	6.00
● Molting Harry	SC U	.75
● Monkey Cage	ART R	3.00
○ Moonlit Wake	EN U	.75
● Natural Affinity	INS R	3.00
● Nether Spirit	SC R	3.00
○ Noble Purpose	EN U	.75
● Notorious Assassin	SC R	3.00
● Ogre Taskmaster	SC U	.75
○ Drim's Cure	INS U	.75
● Overtake	SC R	3.50
● Panacea	ART U	.75
● Pangosaur	SC R	3.00
● Power Matrix	ART R	6.00
● Pretender's Claim	EC U	.75
● Primeval Shambler	SC U	.75
● Puffer Extract	ART U	.75
● Pulverize	SOR R	3.50
● Puppet's Verdict	INS R	4.00
● Puffetraction	EN U	.75
● Quagmire Lamprey	SC U	.75
● Rain of Tears	SOR U	.75
○ Ramosian Captain	SC U	.75
○ Ramosian Commander	SC U	.75
○ Ramosian Sky Marshal	SC R	5.00
○ Repelling Scouts	SC R	3.00
○ Renouces	INS U	.75
○ Reverent Mantra	INS R	3.50
● Revive	SOR U	.75
○ Righteous Aura	EN U	.75
○ Righteous Indignation	EN U	.75
● Rishadan Brigand	SC R	3.00
● Rishadan Footpad	SC U	.75
● Rishadan Pawnshop	ART R	5.00
● Rishadan Port	LAN R	7.50
● Robber Fly	SC U	.75
● Rock Badger	SC U	.75
● Rushwood Elemental	SC R	5.50
● Rushwood Grove	LAN U	.75
● Rushwood Legate	SC U	.75
● Saber Ants	SC U	1.25
● Sailmenger	SC U	.75
● Sand Squid	SC R	3.00
● Saprazzan Bailiff	SC R	3.00
● Saprazzan Breaker	SC U	.75
● Saprazzan Cove	LAN U	.75
● Saprazzan Heir	SC R	4.00
● Saprazzan Legate	SC U	.75
● Scandalmonger	SC U	1.25
○ Security Detail	EN R	3.00
● Seismic Mage	SC R	6.00
● Shoving Match	INS U	.75
● Silent Assassin	SC R	3.00
● Silverglade Pathfinder	SC U	.75
● Skull of Ramos	ART R	4.00
● Snake Pit	EN U	.75
● Soothsaying	EN U	2.00



DOUBLE TAKES

DREAM THEATER

Many people claim that some of their best ideas have come to them in their sleep. This could possibly be the case in *Magic* too, as quite a number of cards involve sleeping. A total of 13 different cards—all blue except the multicolored Rasputin Dreamweaver and the black Underworld Dreams—mention dreams in their names. Fortunately, only two, Nightmare and Recurring Nightmare, mention the opposite.

● Covetous Dragon	SC R	22.00
● Disappear	EC U	3.50
● Donate	SOR R	12.00
● Elish Piper	SC R	15.00
● Emperor Crocodile	SC R	20.00
● Enrapture	SOR U	3.50
● Eradicate	SOR U	6.00
● Extruder	AC U	3.50
○ False Prophet	SC R	16.00
● Festering Wound	EC U	3.50
○ Field Surgeon	SC R	5.00
○ Flicker	SOR R	12.00
● Fodder Cannon	ART U	4.00

● Repercussion	EN R	13.00
○ Replenish	SOR R	15.00
● Rofellos, Llanowar Emissary	SC R	22.00
○ Scour	INS U	3.50
● Scrying Glass	ART R	12.00
○ Serra Advocate	SC U	4.50
● Soul Feast	SOR U	3.50

URZA'S DESTINY

(FOIL SET) ▲

WIZARDS OF THE COAST-1999

Full Set (143 cards) 1,300.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ○WHITE ●LAND

AC	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

○ Spiritual Focus	EN	R	3.00
● Spontaneous Generation	SOR	R	5.00
● Squallmonger	SC	U	.75
● Squee, Goblin Nabob	SL	R	13.00
● Squeeze	EN	R	5.00
● Stamina	EC	U	.75
● Statecraft	EN	R	3.00
○ Story Circle	EN	U	.75
● Strongarm Thug	SC	U	.75
● Subterranean Hangar	LAN	U	.75
● Sustenance	EN	U	.75
● Tectonic Break	SOR	R	4.00
● Territorial Dispute	EN	R	5.00
● Thieves' Auction	SOR	R	3.50
● Thrashing Wumpus	SC	R	3.50
● Thwart	INS	U	1.50
● Tidal Kraken	SC	R	4.00
● Timid Drake	SC	U	.75
○ Tonic Peddler	SC	U	.75
● Tooth of Ramos	ART	R	3.00
● Tower of the Magistrate	LAN	R	3.00
● Toymaker	ART	U	.75
● Trade Routes	EN	R	5.00
○ Trap Runner	SC	U	.75
● Tremor	SOR	C	.15
● Two-headed Dragon	SC	R	12.00
● Unmask	SOR	R	5.00
● Unnatural Hunger	EC	R	3.00
● Uphill Battle	EN	U	.75
● Venomous Breath	INS	U	.75
● Vernal Equinox	EN	R	3.00
● Vine Dryad	SC	R	3.00
● Volcanic Wind	SOR	U	.75
● War Cadence	EN	U	.75
● War Tax	EN	U	1.00
● Warmonger	SC	U	.75
● Warpath	INS	U	.75
○ Wave of Reckoning	SOR	R	3.00
○ Wishmonger	SC	U	.75
● Word of Blasting	INS	U	.75
● Worry Beads	ART	R	3.00

MERCADIAN MASQUES (FOIL SET) Ⓜ

WIZARDS OF THE COAST-1999

Full Set (350 cards)

Commons1.00

● Aerial Caravan	SC	R	10.00
○ Afterlife	INS	U	3.50
○ Amnition	EN	R	11.00
● Arms Dealer	SC	U	3.50
○ Arrest	EC	U	3.00
● Assembly Hall	ART	R	10.00
○ Ballista Squad	SC	U	2.50
● Barbed Wire	ART	U	3.50
● Bargaining Tables	ART	R	12.00
● Battle Squadron	SC	R	11.00
● Bifurcate	SOR	R	10.00
● Black Market	EN	R	12.00
● Blood Hound	SC	R	10.00
● Blood Oath	INS	R	12.50
● Boss Constrictor	SC	U	3.50
● Brawl	INS	R	12.00
● Briar Patch	EN	U	3.50
● Bribery	SOR	R	33.00
● Cackling Witch	SC	U	3.50
● Caller of the Hunt	SC	R	13.00
● Cateran Enforcer	SC	U	3.00
● Cateran Kidnappers	SC	U	3.50
● Cateran Overlord	SC	R	15.00
● Cateran Slave	SC	R	12.50
● Cateran Summons	SOR	U	4.50
● Caustic Wasps	SC	U	3.00
● Cave-In	SOR	R	10.00
● Chambered Nautilus	SC	U	3.00
● Chameleish	EN	R	10.00
○ Cornered Market	EN	R	9.00
● Corrupt Official	SC	R	13.00
○ Cowardice	EN	R	11.00
○ Crackdown	EN	R	9.00
● Crag Saurian	SC	R	9.00
● Credit Voucher	ART	U	3.00
● Crenelated Wall	AC	U	3.00
● Crooked Scales	ART	R	13.00
● Crumbling Sanctuary	ART	R	15.00
● Customs Depot	EN	U	2.00
● Dawnstrider	SC	R	14.00
● Deathgazer	SC	U	3.50
● Deepwood Elder	SC	R	7.00
● Deepwood Legate	SC	U	2.50
● Deepwood Tantiv	SC	U	3.00
● Delirich	SC	R	15.00
● Desert Twister	SOR	U	4.00
● Diplomatic Escort	SC	U	2.00
● Distorting Lens	ART	R	8.00
● Dust Bowl	LAN	R	14.00
● Embargo	EN	R	8.00
● Energy Flux	EN	U	4.00
● Enslaved Horror	SC	U	4.00
● Erithizon	SC	R	13.00
● Extortion	SOR	R	9.00

● Extravagant Spirit	SC	R	13.00
● Eye of Ramos	ART	R	10.00
● False Denial	EC	U	3.00
● Failing Martine	SC	R	13.00
● Failing Ogre	SC	U	3.00
● Food Chain	EN	R	11.00
● Forced March	SOR	R	13.00
● Foster	EN	R	10.00
● Fountain of Cho	LAN	U	3.00
○ Fountain Watch	SC	R	10.00
● Game Preserve	EN	R	11.00
● General's Regalia	ART	R	12.00
● Ghoul's Feast	INS	U	3.00
● Glowing Anemone	SC	U	2.50
● Groundskeeper	SC	U	3.00
● Hammer Mage	SC	U	2.50
● Haunted Crossroads	EN	U	4.00
● Heart of Ramos	ART	R	12.00
● Henge Guardian	AC	U	3.00
● Henge of Ramos	LAN	U	3.00
● High Market	LAN	R	9.00
● High Seas	EN	U	3.00
● Hired Giant	SC	U	3.00
○ Honor the Fallen	INS	R	11.00
● Horn of Plenty	ART	R	10.00
● Horn of Ramos	ART	R	11.00
● Hunted Wumpus	SC	U	4.50
● Indentured Djinn	SC	U	4.00
● Instigator	SC	R	13.00
● Intimidation	EN	U	3.00
● Iron Lance	ART	U	3.00
○ Ivory Mask	EN	R	20.00
● Jeweled Torque	ART	U	3.00
○ Jhovall Queen	SC	R	13.00
○ Jhovall Rider	SC	U	3.50
● Kam's Touch	INS	R	8.00
● Kyren Archive	ART	R	13.00
● Kyren Legate	SC	U	3.00
● Kyren Negotiations	EN	U	3.00
● Kyren Toy	ART	R	10.00
● Larceny	EN	U	3.00
○ Last Breath	INS	U	3.00
● Lava Runner	SC	R	11.00
● Lay Line	EN	U	3.00
● Liability	EN	R	13.00
● Lithophage	SC	R	10.00
● Lumbering Satyr	SC	U	4.00
● Lure	EC	U	3.50
● Magistrate's Scepter	ART	R	17.00
● Magistrate's Veto	EN	U	3.00
● Megatherium	SU	R	12.00
● Mercadia's Downfall	INS	U	2.00
● Mercadian Atlas	ART	R	14.00
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● Mercadian Lift	ART	R	12.00
● Midnight Ritual	SOR	R	12.00
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● Molting Harry	SC	U	2.50
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● Natural Affinity	INS	R	12.00
● Nether Spirit	SC	R	11.00
○ Noble Purpose	EN	U	4.00
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● Pangosaur	SC	R	12.00
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○ Reverent Mantra	INS	R	9.00
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● Rishadan Footpad	SC	U	3.00
● Rishadan Pawnshop	ART	R	13.00
● Rishadan Port	LAN	R	14.00
● Robber Fly	SC	U	3.00
● Rock Badger	SC	U	3.00
● Rushwood Elemental	SC	R	20.00
● Rushwood Grove	LAN	U	3.00
● Rushwood Legate	SC	U	3.00
● Saber Ants	SC	U	4.00
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● Sand Squid	SC	R	11.00
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● Showing Match	INS	U	3.00	● Vine Dryad	SC	R	9.50
● Silent Assassin	SC	R	13.00	● Volcanic Wind	SOR	U	3.00
● Silverglade Pathfinder	SC	U	3.00	● War Cadence	EN	U	2.50
● Skull of Ramos	ART	R	12.50	● War Tax	EN	U	3.00
● Snake Pit	EN	U	3.00	● Warmonger	SC	U	7.50
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● Sustenance	EN	U	3.00				
● Tectonic Break	SOR	R	10.00				
● Territorial Dispute	EN	R	11.00				
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● Foil Stroke of Genius	75.00



Giant Shark 5

Summon Shark

If Giant Shark blocks or is blocked by a creature that has taken damage this turn, Giant Shark gains +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls at least one island. Giant Shark is buried immediately if at any time controller controls no islands.

Mar. 6/1994 Tom W. Wenzel/Art 4/4

DOUBLE TAKES

THEY MIGHT BE GIANTS

Although *Magic* cards measure only about 2-1/2-by-3-1/2 inches, some of the creatures depicted on them are much larger. Twenty-nine different cards mention the word "giant" in their names. Most of these are red or green, but blue boasts the Giant Shark and Crab, among others, and black has the Giant Cockroach. We couldn't find any "midget" cards, though.

● Timid Drake	SC	U	3.50	● Foil Thran Quarry	78.00
○ Tonic Peddler	SC	U	2.00	● Nalathni Dragon	5.00
● Tooth of Ramos	ART	R	11.00	● Searws of Estark	5.00
● Tower of the Magistrate	LAN	R	12.00	● Windseeker Centaur	5.00
● Toymaker	ART	U	3.00		
● Trade Routes	EN	R	14.00		
○ Trap Runner	SC	U	3.00		
● Two-headed Dragon	SC	R	40.00		
● Unmask	SOR	R	11.00		
● Unnatural Hunger	EC	R	14.00		



POKÉMON

WIZARDS OF THE COAST-1999

Full Set (102 cards) 1st edition	850.00
Booster Box (36 packs)	1500.00
1st Edition Booster Pack (11 cards)	45.00
Starter Set (2 decks)	20.00
Theme Deck-Blackout	24.00
Theme Deck-Brushfire	24.00
Theme Deck-Overgrowth	24.00
Theme Deck-Zap	30.00

● Abra	POK	C	1.00
● Alakazam (foil)	POK	H	36.00
● Arcanine	POK	U	4.00
● Beedrill	POK	R	12.00
○ Bill	TRA	C	.50
● Blastoise (foil)	POK	H	68.00
● Bulbasaur	POK	C	1.00
● Caterpie	POK	C	1.00
○ Chansey (foil)	POK	H	52.00
● Charizard	POK	H	200.00
● Charmander	POK	C	1.00
● Charmeleon	POK	U	4.00
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○ Clefairy Doll	TRA	R	7.00
○ Computer Search	TRA	R	8.00
○ Defender	TRA	R	1.50
○ Devolution Spray	TRA	R	5.00
● Dewgong	POK	U	4.00
● Diglett	POK	C	1.00
● Doduo	POK	C	1.00
○ Double Colorless Energy	ENG	U	3.00
○ Dragonair	POK	R	14.00
○ Dratini	POK	U	4.00
● Drowzee	POK	C	1.00
● Dugtrio	POK	R	12.00
● Electrabuzz	POK	R	12.00
● Electrode	POK	R	10.00
○ Energy Removal	TRA	C	.50
○ Energy Retrieval	TRA	U	1.50
○ Farfetch'd	POK	U	4.00
○ Fighting Energy	ENG	C	.50
○ Fire Energy	ENG	C	.50
○ Full Heal	TRA	U	1.50
● Gastly	POK	C	1.00
○ Grass Energy	ENG	C	.50
● Growlth	POK	U	4.00
○ Gust of Wind	TRA	C	.50
● Gyarados (foil)	POK	H	25.00
● Haunter	POK	U	4.00
● Hitmonchan (foil)	POK	H	20.00
○ Impostor Professor Oak	TRA	R	6.00
○ Item Finder	TRA	R	8.00
● Ivysaur	POK	U	4.00
● Kadabra	POK	U	4.00
● Kakuna	POK	U	4.00
● Koffing	POK	C	1.00
○ Lass	TRA	R	7.00
○ Lightning Energy	ENG	C	.50
● Machop (foil)	POK	H	16.00
● Machoke	POK	U	4.00
● Machop	POK	C	1.00
● Magikarp	POK	U	4.00
● Magmar	POK	U	4.00
● Magnetite	POK	C	1.00
● Magnetite (foil)	POK	H	21.00
○ Maintenance	TRA	U	1.50
● Metapod	POK	C	1.00
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● Nidoking (foil)	POK	H	15.00
● Nidoran	POK	U	4.00
● Ninetales (foil)	POK	H	24.00
● Nidoran	POK	C	1.00
● Onix	POK	C	4.00
○ Pidgeotto	POK	R	12.00
○ Pidgey	POK	C	1.00
● Pikachu	POK	C	1.00
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○ Pokédex	TRA	U	1.50
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● Pokémon Flute	TRA	U	1.50
● Pokémon Trainer	TRA	U	1.50
● Poliwhg	POK	C	1.00
● Poliwhirl	POK	U	4.00
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○ Porygon	POK	U	4.00
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○ Psychic Energy	ENG	C	.50
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● Seel	POK	U	4.00
● Squirtle	POK	C	1.00
● Starnie	POK	C	1.00
● Staryu	POK	C	1.00
○ Super Energy Removal	TRA	R	10.00
○ Switch	TRA	C	.50
● Tangle	POK	C	1.00
● Venusaur (foil)	POK	H	42.00
● Voltorb	POK	C	1.00
● Vulgus	POK	C	1.00
● Wartortle	POK	U	4.00
○ Water Energy	ENG	C	.50
● Weedle	POK	C	1.00
● Zapdos (foil)	POK	H	36.00

POKÉMON UNLIMITED EDITION

WIZARDS OF THE COAST-1999

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Booster Pack (11 cards)	7.00
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Theme Deck-Brushfire	24.00
Theme Deck-Overgrowth	24.00
Theme Deck-Zap	26.00
Unlisted Commons	25

● Alakazam (foil)	POK	H	20.00
● Arcanine	POK	U	2.50
● Beedrill	POK	R	7.00
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○ Chansey (foil)	POK	H	20.00
● Charizard (foil)	POK	H	68.00
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○ Lass	TRA	R	4.00
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● Magnetite (foil)	POK	H	13.00
○ Maintenance	TRA	U	.75
● Mewtwo (foil)	POK	H	14.00
● Nidoking (foil)	POK	H	15.00
● Ninetales (foil)	POK	H	14.00
○ Pidgeotto	POK	R	7.00
○ PlusPower	TRA	U	1.50
○ Pokédex	TRA	U	1.50
○ Pokémon Breeder	TRA	R	5.00
○ Pokémon Center	TRA	U	1.50
○ Pokémon Flute	TRA	U	1.50
○ Pokémon Trainer	TRA	R	5.00
● Poliwhirl	POK	H	14.00
○ Professor Oak	TRA	U	2.50
● Raichu (foil)	POK	H	20.00
○ Revive	TRA	R	2.00
○ Scoop Up	TRA	R	4.00
○ Super Energy Removal	TRA	R	5.00
○ Super Potion	TRA	U	1.50
● Venusaur (foil)	POK	H	23.00
● Wartortle	POK	U	2.50
● Zapdos (foil)	POK	H	20.00

● Gyarados (foil)	POK	H	15.00
● Hitmonchan (foil)	POK	H	12.00
○ Impostor Professor Oak	TRA	R	4.00
○ Item Finder	TRA	R	5.00
● Ivysaur	POK	U	2.00
● Jynx	POK	U	2.00
● Kadabra	POK	U	2.50
○ Lass	TRA	R	4.00
● Machop (foil)	POK	H	15.00
● Magnetite (foil)	POK	H	13.00
○ Maintenance	TRA	U	.75
● Mewtwo (foil)	POK	H	14.00
● Nidoking (foil)	POK	H	15.00
● Ninetales (foil)	POK	H	14.00
○ Pidgeotto	POK	R	7.00
○ PlusPower	TRA	U	1.50
○ Pokédex	TRA	U	1.50
○ Pokémon Breeder	TRA	R	5.00
○ Pokémon Center	TRA	U	1.50
○ Pokémon Flute	TRA	U	1.50
○ Pokémon Trainer	TRA	R	5.00
● Poliwhirl	POK	H	14.00
○ Professor Oak	TRA	U	2.50
● Raichu (foil)	POK	H	20.00
○ Revive	TRA	R	2.00
○ Scoop Up	TRA	R	4.00
○ Super Energy Removal	TRA	R	5.00
○ Super Potion	TRA	U	1.50
● Venusaur (foil)	POK	H	23.00
● Wartortle	POK	U	2.50
● Zapdos (foil)	POK	H	20.00

○ Defable	POK	R	8.00
○ Defable (Holo-Foil)	POK	H	13.00
○ Dodrio	POK	U	2.00
● Electrode	POK	U	5.00
● Electrode (Holo-Foil)	POK	H	11.00
● Flareon	POK	R	4.00
● Flareon (Holo-Foil)	POK	H	15.00
● Joltan	POK	R	8.00
● Joltan (Holo-Foil)	POK	H	14.00
○ Kangaskhan	POK	R	13.00
○ Kangaskhan (Holo-Foil)	POK	H	15.00
● Mr. Mime	POK	R	10.00
● Mr. Mime (Holo-Foil)	POK	H	14.00
● Nidoqueen	POK	R	8.00
● Nidoqueen (Holo-Foil)	POK	H	11.00
○ Pidgeot	POK	R	8.00
○ Pidgeot (Holo-Foil)	POK	H	11.00
● Pinsir	POK	R	9.00
● Pinsir (Holo-Foil)	POK	H	15.00
● Scyther	POK	R	8.00
● Scyther (Holo-Foil)	POK	H	12.00
○ Snorlax	POK	R	9.00
● Snorlax (Holo-Foil)	POK	H	12.00
● Vaporen	POK	R	9.00
● Vaporen (Holo-Foil)	POK	H	11.00
● Venomoth	POK	R	8.00
● Venomoth (Holo-Foil)	POK	H	11.00
● Victreebel	POK	R	8.00
● Victreebel (Holo-Foil)	POK	H	11.00
● Vileplume	POK	R	10.00
● Vileplume (Holo-Foil)	POK	H	14.00
● Wigglytuff	POK	R	8.00
● Wigglytuff (Holo-Foil)	POK	H	11.00

JUNGLE EXPANSION

WIZARDS OF THE COAST-1999

FOSSIL EXPANSION

WIZARDS OF THE COAST-1999

Full Set (62 cards) 225.00
 Booster Pack (11 cards) 8.00
 Booster Box (36 packs) 390.00

● Aerodactyl	POK R	16.00
● Aerodactyl (Holo-Foil)	POK H	24.00
● Arbok	POK U	3.00
● Articuno	POK R	18.00
● Articuno (Holo-Foil)	POK H	26.00
● Clayster	POK U	3.00
○ Ditto	POK R	15.00
○ Ditto (Holo-Foil)	POK H	25.00
○ Dragonite	POK R	18.00
○ Dragonite (Holo-Foil)	POK H	28.00
● Ekans	POK C	5.00
○ Gambler	TRA C	5.00
● Gastly	POK U	3.00
● Gastly	POK R	13.00
● Gengar (Holo-Foil)	POK H	20.00
● Geodude	POK C	5.00
● Golbat	POK U	2.75
● Golduck	POK U	4.00
● Golem	POK U	4.00
● Graveler	POK U	4.00
● Grimer	POK C	5.00
● Haunter	POK R	9.00
● Haunter (Holo-Foil)	POK H	14.00
● Hitmonlee	POK R	14.00
● Hitmonlee (Holo-Foil)	POK H	19.00
● Horsea	POK C	5.00
● Hypno	POK R	10.00
● Hypno (Holo-Foil)	POK H	16.00
● Kabuto	POK C	5.00
● Kabutops	POK R	14.00
● Kabutops (Holo-Foil)	POK H	20.00
● Kingler	POK U	3.00
● Krabby	POK C	5.00
● Lapras	POK R	12.00
● Lapras (Holo-Foil)	POK H	18.00
● Magmar	POK U	4.00
● Magnetron	POK R	10.00
● Magnetron (Holo-Foil)	POK H	15.00
● Moltres	POK R	15.00
● Moltres (Holo-Foil)	POK H	24.00
○ Mr. Fuji	TRA U	7.50
● Muk	POK R	11.00
● Muk (Holo-Foil)	POK H	16.00
○ Mysterious Fossil	TRA C	5.00
○ Onix	POK C	5.00
○ Onix	POK R	2.00
○ Psyduck	POK C	5.00
● Raichu	POK R	12.00
● Raichu (Holo-Foil)	POK H	18.00
○ Recycle	TRA C	5.00
● Sandslash	POK U	4.00
● Seadra	POK U	3.00
● Shellder	POK C	5.00
● Slowbro	POK U	3.00
● Slowpoke	POK C	5.00
● Tentacool	POK C	5.00
● Tentacool	POK R	3.00
● Tentacool	POK U	4.00
● Zapdos	POK R	14.00
● Zapdos (Holo-Foil)	POK H	20.00
● Zubat	POK C	5.00

FOSSIL EXPANSION

UNLIMITED

WIZARDS OF THE COAST-1999

Full Set (62 cards) 225.00
 Booster Pack (11 cards) 8.00
 Booster Box (36 packs) 390.00
 Commons 5.00

● Aerodactyl	POK R	13.00
● Aerodactyl (Holo-Foil)	POK H	18.00
● Arbok	POK U	1.50
● Articuno	POK R	16.00
● Articuno (Holo-Foil)	POK H	21.00
● Clayster	POK U	1.50
○ Ditto	POK R	14.00
○ Ditto (Holo-Foil)	POK H	20.00
○ Dragonite	POK R	15.00
○ Dragonite (Holo-Foil)	POK H	23.00
● Gastly	POK U	1.50
● Gengar	POK R	11.00
● Gengar (Holo-Foil)	POK H	16.00
● Golbat	POK U	1.50
● Golduck	POK U	2.00
● Golem	POK U	2.00
● Graveler	POK U	4.00
● Haunter	POK R	7.00
● Haunter (Holo-Foil)	POK H	10.00
● Hitmonlee	POK R	12.00
● Hitmonlee (Holo-Foil)	POK H	15.00
● Hypno	POK R	9.00
● Hypno (Holo-Foil)	POK H	12.00
● Kabutops	POK R	11.00
● Kabutops (Holo-Foil)	POK H	15.00
● Kingler	POK U	1.50
● Lapras	POK R	10.00
● Lapras (Holo-Foil)	POK H	14.00
● Magmar	POK U	2.00
● Magnetron	POK R	8.00

● Magnetron (Holo-Foil)	POK H	11.00
● Moltres	POK R	10.00
● Moltres (Holo-Foil)	POK H	17.00
● Muk	POK R	9.00
● Muk (Holo-Foil)	POK H	13.00
● Raichu	POK R	10.00
● Raichu (Holo-Foil)	POK H	14.00
● Sandslash	POK U	2.00
● Seadra	POK U	1.50
● Slowbro	POK U	1.50
● Tentacool	POK U	1.50
● Weezing	POK U	2.00
● Zapdos	POK R	11.00
● Zapdos (Holo-Foil)	POK H	16.00

POKÉMON

(JAPANESE)

Full Set (102 cards) 300.00
 Booster Pack (11 cards) 8.00
 Starter deck (60 cards) 35.00

Prices for singles are the same as American unlimited edition.

JUNGLE EXPANSION

(JAPANESE)

Full Set (47 cards) 200.00
 Booster Pack (11 cards) 7.00

● Bellspout	POK C	5.00
● Butterfree	POK U	2.00
○ Clefable	POK H	8.00
● Cubone	POK C	5.00
○ Dodrio	POK U	1.50
○ Eevee	POK C	5.00
● Electrode	POK H	6.00
● Exeggutor	POK C	5.00
● Exeggutor	POK R	1.50
○ Fearow	POK U	1.50
● Flareon	POK H	11.00
● Glom	POK U	1.50
● Golden	POK C	5.00
○ Jigglypuff	POK C	5.00
● Jolteon	POK H	10.00
○ Kangaskhan	POK H	8.00
○ Lickitung	POK U	1.50
● Mankey	POK C	5.00
● Marowak	POK U	1.50
○ Meowth	POK C	5.00
○ Monster Ball	TRA C	5.00
● Mr. Mime	POK H	8.00
● Nidoqueen	POK H	6.00
● Nidoran (Female)	POK C	5.00
● Nidorina	POK U	1.50
● Oddish	POK C	5.00
● Paras	POK C	5.00
● Parasect	POK U	1.50
○ Persian	POK U	1.50
○ Pidgit	POK H	6.00
● Pinsir	POK H	6.00
● Primeape	POK U	1.50
● Rapidash	POK U	2.00
● Rhydon	POK U	1.50
● Rhyhorn	POK C	5.00
● Scyther	POK H	8.00
● Seaking	POK U	1.50
○ Snorlax	POK H	8.00
○ Spearow	POK C	5.00
○ Tauros	POK U	1.50
● Vaporen	POK H	10.00
● Venonat	POK H	8.00
● Venonat	POK C	5.00
● Victreebel	POK H	6.00
● Vileplume	POK H	6.00
● Weepinbell	POK U	1.50
○ Wigglytuff	POK H	11.00

FOSSIL EXPANSION

(JAPANESE)

Full Set (48 cards) 200.00
 Booster Pack (11 cards) 7.00

● Aerodactyl	POK H	22.00
● Arbok	POK U	3.00
● Articuno	POK R	20.00
● Clayster	POK U	3.00
● Coalbat	POK U	3.00
○ Ditto	POK H	18.00
○ Dragonite	POK H	25.00
● Ekans	POK C	5.00
○ Energy Transfer	TRA C	5.00
○ Fossil	TRA C	5.00
○ Gambler	TRA C	5.00
● Gastly	POK U	3.00
● Gengar	POK H	15.00
● Geodude	POK C	5.00
● Golduck	POK U	4.00
● Golem	POK U	4.00
● Graveler	POK U	4.00
● Grimer	POK C	5.00
● Haunter	POK H	8.00
● Hitmonlee	POK H	15.00

● Horsea	POK C	5.00
● Hypno	POK H	9.00
● Kabuto	POK C	5.00
● Kabutops	POK H	15.00
● Kargo	POK U	4.00
● Kingler	POK U	3.00
● Krabby	POK C	5.00
● Lapras	POK H	15.00
● Magmar	POK U	4.00
● Magnetron	POK H	9.00
● Mew	POK H	50.00
● Moltres	POK H	15.00
● Muk	POK H	13.00
○ Old Man Fuji	TRA U	3.00
● Onix	POK C	5.00
● Psyduck	POK C	5.00
● Raichu	POK H	14.00
○ Recycle	TRA C	5.00
● Sandslash	POK U	4.00
● Seadra	POK U	3.00
● Shellder	POK C	5.00
● Slowbro	POK U	3.00
● Slowpoke	POK C	5.00
● Tentacool	POK C	5.00
● Tentacool	POK U	3.00
● Weezing	POK U	4.00
● Zapdos	POK H	14.00
● Zubat	POK C	5.00

● "Bad" Gyarados	POK R	13.00
● "Bad" Hypno	POK R	10.00
● "Bad" Jolteon	POK U	5.00
● "Bad" Kadabra	POK U	5.00
● "Bad" Machop	POK R	14.00
● "Bad" Machop	POK R	3.00
● "Bad" Machop	POK R	9.00
● "Bad" Magnetron	POK U	3.00
● "Bad" Muk	POK C	5.00
● "Bad" Persian	POK C	5.00
● "Bad" Primeape	POK U	3.00
● "Bad" Rapidash	POK C	5.00
● "Bad" Raticate	POK C	5.00
● "Bad" Slowbro	POK R	15.00
● "Bad" Slowbro	POK U	5.00
● "Bad" Vaporen	POK R	12.00
● "Bad" Vileplume	POK R	5.00
● "Bad" Wartortle	POK R	10.00
● "Bad" Weezing	POK C	5.00
● Charmander	POK C	5.00
● Diglett	POK C	5.00
○ Dratini	POK C	5.00
● Drizzel	POK C	5.00
● Eevee	POK C	5.00
● Fake Odido's Revenge	TRA U	3.00
● Fix Anything Energy	ENG C	5.00
● Grimer	POK C	5.00
○ Heere's the Rocket Patrol!	TRA UR	60.00

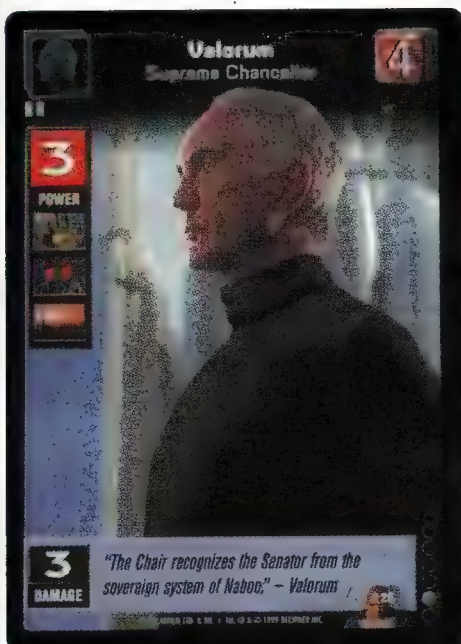
GYM LEADERS

EXPANSION #1

(JAPANESE)

Full Set (96 cards) 250.00
 Booster Pack (11 cards) 8.00

○ Brock	TRA R	8.00
● Brock's Diglett	POK C	5.00
● Brock's Geodude (Call For Help)	POK C	5.00
● Brock's Geodude (Throw Stones)	POK C	5.00
● Brock's Golbat	POK C	5.00
● Brock's Golem	POK R	8.00
● Brock's Graveler	POK U	4.00
● Brock's Lickitung	POK U	3.00
● Brock's Mankey	POK C	5.00
● Brock's Method of Raising	TRA U	4.00
● Brock's Ninetails	POK H	10.00
● Brock's Onix	POK C	5.00
● Brock's Primeape	POK U	4.00
● Brock's Protection	TRA R	6.00
● Brock's Rhydon	POK H	8.00
● Brock's Rhyhorn	POK C	5.00
● Brock's Sandslash	POK C	5.00
● Brock's Sandshrew	POK U	4.00
● Brock's Vulpix	POK U	3.00
● Brock's Vulpix	POK U	3.00
● Brock's Zubat	POK C	3.00
○ Confusion Gym	TRA R	6.00
○ Energy Circulation	TRA C	5.00
○ Enika	TRA R	8.00
● Enika's Bellspout	POK U	3.00
● Enika's Bulbasaur	POK U	4.00
○ Enika's Clefable	POK H	11.00
○ Enika's Clefairy	POK U	4.00
○ Enika's Compassion	TRA R	6.00
○ Enika's Dragonair	POK H	10.00
○ Enika's Dratini	POK U	4.00
● Enika's Exeggutor	POK U	4.00
● Enika's Exeggutor	POK U	4.00
● Enika's Glom	POK U	4.00
○ Enika's Jigglypuff	POK C	5.00
○ Enika's Mauds	TRA U	4.00
● Enika's Oddish (slight inhale)	POK C	5.00
● Enika's Oddish (weird power)	POK C	5.00
● Enika's Paras	POK C	5.00
○ Enika's Perfume	TRA U	4.00
● Enika's Tangle	POK C	5.00
● Enika's Victreebel	POK R	8.00
● Enika's Vileplume	POK H	8.00
● Enika's Weepinbell	POK U	4.00
○ Graceful Attack	TRA R	6.00
○ Hanada City Gym	TRA U	4.00
○ Kuchiba City Gym	TRA U	4.00
○ Lt. Surge	TRA R	8.00
○ Lt. Surge's Eevee	POK U	3.00
● Lt. Surge's Electabuzz	POK H	10.00
○ Lt. Surge's Fearow	POK H	5.00
● Lt. Surge's Jolteon	POK R	11.00
● Lt. Surge's Magnemite	POK C	5.00
● Lt. Surge's Magnemite	POK U	4.00
● Lt. Surge's Magnetron	POK H	10.00
○ Lt. Surge's Negotiations	TRA U	4.00
● Lt. Surge's Pikachu	POK C	5.00
○ Lt. Surge's Raticate	POK U	3.00
○ Lt. Surge's Rattata	POK C	5.00
○ Lt. Surge's Secret Plot	TRA R	6.00
○ Lt. Surge's Spearow	POK C	5.00
● Lt. Surge's Vulpix	POK C	5.00
○ Make You Remember	TRA U	4.00
○ Manners	TRA U	4.00
○ Misty	TRA R	8.00
○ Misty's Battle	TRA C	5.00
● Misty's Dewgong	POK U	4.00
● Misty's Golden	POK C	5.00
● Misty's Golduck	POK H	10.00
● Misty's Gyarados	POK H	20.00
● Misty's Horsea	POK C	5.00
● Misty's Horsea	POK C	5.00
● Misty's Magikarp	POK C	5.00
● Misty's Pleading	TRA R	6.00
● Misty's Poliwhirl	POK C	5.00
● Misty's Poliwhirl	POK U	4.00
● Misty's Psyduck	POK C	5.00
● Misty's Rage	TRA U	4.00
● Misty's Seadra	POK H	10.00
● Misty's Seel	POK C	5.00
● Misty's Staryu	POK C	5.00
○ Misty's Teardrop	TRA C	5.00
● Misty's Tentacool	POK U	3.00
● Misty's Tentacool	POK H	10.00
○ Nibi City Gym	TRA U	4.00
○ Resistance-Lowering Gym	TRA R	6.00
○ Spy Attack	TRA U	4.00
○ Tamamuchi City Gym	TRA U	4.00
● Team Rocket's Hitmonchan	POK H	11.00
● Team Rocket's Moltres	POK R	12.00
● Team Rocket's Scyther	POK H	11.00
○ Team Rocket's Training Gym	TRA R	7.00
○ Team Rocket's Train	TRA H	7.00



DOUBLE TAKES

SUPER SENATOR

How could anyone not have faith in Chancellor Valorum? Easy—once you recognize him as General Zod, the military leader who attempted to overthrow Krypton from the first couple "Superman" movies. Maybe he gave peace a chance and decided that ordering listeners to "kneel before Zod" was not necessarily the best way to rule.

TEAM ROCKET

EXPANSION

(JAPANESE)

Full Set (65 cards) 250.00
 Booster Pack (11 cards) 8.00

●	Abra	POK	C	5.00
●	"Bad" Alakazam	POK	R	15.00
●	"Bad" Arbok	POK	R	12.00
●	"Bad" Blastoise	POK	R	30.00
●	"Bad" Charizard	POK	R	32.00
●	"Bad" Charmeleon	POK	U	4.00
●	"Bad" Coolbat	POK	R	6.00
●	"Bad" Dragonair	POK	U	5.00
○	"Bad" Dragonite	POK	R	25.00
●	"Bad" Dugtrio	POK	U	9.00
★	"Bad" Electrode	POK	U	3.00
●	"Bad" Flareon	POK	U	5.00
●	"Bad" Gloom	POK	U	4.00
●	"Bad" Golduck	POK	U	4.00

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

● Mendak	PER R	3.50
● Morgan Balaxxon	PER R	3.00
● Nagilum	DIL R	4.00
● Neola Daren	PER R	4.00
● Now Contact	PER R	2.00
● Pegasus Search	MIS R	2.00
● Pi	STA R	4.00
● Q	DIL R	7.50
● Reginald Barclay	PER R	4.00
● Richard Salen	PER R	4.00
● Ro Laren	PER R	4.00
● Rongo Darian	PER R	5.00
● Sarek	PER R	4.00
● Sarjenka	DIL R	3.00
● Sarthang Plunder	MIS R	2.00
● Satelek	PER R	4.00
● Sneek Life-form	MIS R	3.00
● Seta	PER R	5.00
● Shelby	PER R	4.00
● Sir Isaac Newton	PER R	4.00
● Study "Hole in Space"	MIS R	2.00
● Study Lonka Pulkar	MIS R	2.00
● Study Nebula	MIS R	2.00
● Supernova	EVE R	4.00
● Survey Mission	MIS R	2.00
● Tam Elbrun	PER R	4.00
● Tasha Yar	PER R	10.00
● Temporal Causality Loop	DIL R	4.00
● Thomas Riker	PER R	9.00
● Thought Maker	ART R	6.00
● Time Travel Pod	ART R	6.00
● Tomalak	PER R	4.00
● Toreth	PER R	4.00
● Tox Uthat	ART R	6.00
● Tsiolkovsky Infection	DIL R	3.00
● U.S.S. Brittain	STA R	5.00
● U.S.S. Enterprise	STA R	22.00
● U.S.S. Hood	STA R	6.50
● U.S.S. Phoenix	STA R	5.00
● U.S.S. Yamato	STA R	6.00
● Varren-T Disruption	ART R	6.00
● Vash	PER R	4.00
● Vulcan Stone of God	ART R	4.00
● Warp Core Breach	EVE R	4.00
● Wesley Crusher	PER R	10.00
● William T. Riker	PER R	19.00
● Wind Dancer	DIL R	4.00
● Wolf	PER R	15.00
● Wormhole Negotiations	MIS R	2.00

STAR TREK CUSTOMIZABLE CARD GAME: LIMITED DECIPHER-1995

Full Set (363 cards)	700.00
Starter Deck (60 cards)	13.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	175.00

Cards are black-bordered. Single cards are worth 125% to 150% of unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION DECIPHER-1995

Full Set (122 cards, not including "Future Enterprise")	110.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	10
Common Personnel	25
Uncommons	75
Unlimited Rares	3.00

● Beringoff Rasmussen	PER R	4.00
● Beverly Picard	PER R	6.00
● Brute Force	MIS R	3.00
● Commander Tomalak	PER R	4.00
● Cryosatellite	ART R	4.00
● Data's Head	ART R	5.00
● Devidian Downway	DOR R	4.00
● FGC-47 Research	MIS R	3.00
● Future Enterprise	STA UR	70.00
● Gornium	STA R	4.00
● Governor Wolf	PER R	9.00
● Ian Andrew Tril	PER R	4.00
● Isonian Gateway	ART R	4.00
● Major Rakal	PER R	4.00
● Ophidian Cane	ART R	3.00
● Reunion	MIS R	3.00
● Samuel Clemens' Pocketwatch	ART R	3.50
● Tasha Yar-Alternate	PER R	6.00
● U.S.S. Enterprise-C	STA R	12.00

Q CONTINUUM EXPANSION DECIPHER-1996

Full Set (121 cards)	120.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00

Commons	10
Uncommons	75
Unlimited Rares	4.00

● Arbiter of Succession	INT R	4.00
● Blade of Tken	ART R	5.00
● Canar	ART R	4.00
● Data's Body	PER R	3.00
● Galen	PER R	7.50
● IKC Mabi-R'a	STA R	5.00
● Juliana Tainer	PER R	4.00
● Katherine Pulaski	PER R	5.00
● Klingon Civil War	EVE R	4.00
● Lal	PER R	6.00
● Madam Guzman	PER R	6.00
● Mannheim's Dimensional Door	DOR R	4.00
● Mona Lisa	ART R	4.00
● Mortal Q	PER R	5.50
● Mr. Horn	PER R	5.00
● Nick Locarno	PER R	4.00
● Shelia, The	DIL R	4.00
● Terix	STA R	5.00
● USS Stargazer	STA R	9.00
● Yuta	DIL R	4.00

FIRST CONTACT EXPANSION DECIPHER-1997

Full Set (130 cards)	140.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	64.00
Commons	10
Uncommons	75

● Abandon Mission	EVE R	3.00
● Admiral Hayes	PER R	3.50
● Alas, Poor Queen	INT R	2.50
● Alyssa Ogawa	PER R	4.00
● Android Headlock	INT R	3.00
● Antique Machine Gun	ART R	3.00
● Assimilate Homeworld	OBJ R	3.50
● Assimilate This!	INT R	3.00
● Beverly Crusher	PER R	7.00
● Borg Kiss	INT R	3.00
● Borg Neuroprocessor	INT R	3.00
● Borg Queen	PER R	11.00
● Build Interlocking Beacon	OBJ R	2.50
● Data	PER R	6.00
● Deanna Troi	PER R	5.00
● Espionage Mission	MIS R	3.00
● George La Forge	PER R	7.00
● Jean-Luc Picard	PER R	12.00
● Lily Sloane	ART R	4.00
● Magic Carpet Ride	ART R	3.00
● Mantenna Missile Complex	LC R	3.50
● My First Raygun	DIL R	3.00
● Ocular Implants	EVE R	3.00
● Ooby Doo	PER R	3.00
● Paul Porter	PER R	4.00
● Phoenix	STA R	4.00
● Primitive Culture	DIL R	3.00
● Queen's Borg Cube	STA R	7.00
● Queen's Borg Sphere	STA R	5.00
● Regenerate	EVE R	4.00
● Reginald Barclay	PER R	4.00
● Retask	EVE R	4.00
● Salvage Starship	OBJ R	4.00
● Scout Encounter	DIL R	3.50
● Shipwreck	INT R	3.50
● Soliar	PER R	3.50
● Stop First Contact	OBJ R	3.00
● Strict Dress Code	DIL R	3.00
● Temporal Wake	DIL R	3.00
● Three-Radiation Poisoning	DIL R	3.50
● Three-Dimensional Thinking	DIL R	3.00
● USS Enterprise-E	STA R	12.00
● Undetected Beam-In	OBJ R	3.50
● Visit Cochran Memorial	DIL R	3.50
● Wall of Ships	EVE R	3.00
● Weak Spot	INT R	3.00
● William T. Riker	PER R	10.00
● Wolf	PER R	7.50
● Zefram Cochrane	PER R	6.00
● Zefram Cochrane's Telescope	ART R	3.00

THE FAJO COLLECTION DECIPHER-1998

Full Set (18 cards)		110.00
● Black Hole	DOR R	10.00
● Dixon Hill's Business Card		
● DNA Metamorphosis	INT/EVR	8.00
● Dr. Soong	DIL R	7.50
● Guinan	PER R	9.00
● I.K.C. Chang	PER R	15.00
● Kivas Fain	STA R	8.00
● Lacutus of Borg	PER R	9.00
● Lore	PER R	28.00
● Miles O'Brien	PER R	20.00
● 1962 Mars Baseball Card	PER R	10.00
● Persistence of Memory	ART R	8.00
● Picard's Artificial Heart	ART R	8.00
● Qapla'	INT R	7.00
● Sisters of Duras	INT R	7.00
	PER R	12.00

● Spot	PER R	8.00
● Taliera	PER R	7.50
● U.S.S. Pasteur	STA R	9.00

DEEP SPACE NINE EXPANSION DECIPHER-1998

Full Set (276 cards, not including "Defiant")	185.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	64.00
Starter Deck (60 cards)	9.75
Starter Box	90.00
Commons	10
Uncommons	75

Pr rarity denotes promo.			
● Aamin Marmiza	PER	R	4.00
● Access Relay Station	MIS	R	3.00

● Dukat	PER R	10.00
● Duranig	EVE R	3.00
● Elim Garak	PER R	6.00
● Enabran Tain	PER R	5.00
● Entak	PER R	4.00
● Establish Tractor Lock	OBJ R	3.00
● Garak Has Some Issues	DIL R	3.00
● Garak's Tailor Shop	SIT R	4.00
● General Krim	PER R	4.00
● Gilera Rejel	PER R	3.50
● Going To The Top	INT R	3.00
● Griika	PER R	4.00
● Groumall	STA R	4.00
● Harvestor Virus	DIL R	3.00
● HQ: Return Out to Bajor	OBJ R	3.00
● I.K.C. Toh'Kaht	STA R	5.50
● Investigate Rumors	MIS R	3.00
● Jadzia Dax	PER R	11.00
● Jake and Nog	PER R	7.50
● Jaro Essa	PER R	4.00
● Julian Bashir	PER R	11.00
● Kai Opaka	PER R	4.50

● Ruwan	PER R	3.50
● Sakonn	PER R	4.00
● Saltah's Clock	ART R	4.00
● Secret Compartment	DOR R	3.50
● Seismic Quake	DIL R	3.00
● Selveth	PER R	4.00
● Shakaar Edon	PER R	6.00
● Sonus	PER R	4.00
● Surnak Ren	PER R	4.00
● Symband Diagnosis	MIS R	3.00
● System 5 Disruptors	EVE R	3.50
● Tahnna Los	PER R	4.00
● Tekeny Ghemor	PER R	4.00
● The Three Virpes	DIL R	3.00
● The Walls Have Ears	INT R	3.00
● Tora Ziyal	PER R	4.00
● Toran	PER R	4.00
● Trauma	DIL R	3.00
● Tunnel	PER R	4.00
● U.S.S. Defiant	STA UR	68.00
● U.S.S. Yangtze Kang	STA R	5.00
● Vaks	PER R	4.00
● Vedek Winn	PER R	5.00
● Wormhole Navigation Schematic	INT U	1.00
● Yeto	PER R	4.00
● Zef'No	PER R	3.50

THE DOMINION EXPANSION DECIPHER-1999

Full Set (130 cards, not counting promos)	100.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	70.00
Commons	10
Uncommons	75

Pr rarity denotes promo.			
10 and 01			
● Admiral Leyton	PER R	3.50	
● Admiral Riker	PER R	28.00	
● Amat'gan	PER R	3.50	
● Betazed Invasion	MIS R	3.00	
● Borath	PER R	4.00	
● Captain Kirk	PER R	30.00	
● Ch'Pok	PER R	4.00	
● Chula: The Chandra	DIL R	3.00	
● Croden's Key	ART R	3.50	
● D'deridex Advanced	STA R	4.50	
● Damar	PER R	4.00	
● Empok Nur	FAC R	5.00	
● Founder Leader	PER R	4.00	
● Founder Secret	DIL R	3.00	
● Garak	PER R	4.00	
● Goran'Agar	PER R	4.00	
● I.K.C. Rotarran	STA R	4.00	
● Issue Secret Orders	OBJ R	3.00	
● Jarosh-Inyo	PER R	4.50	
● Kai Winn	PER R	4.00	
● Keevan	PER R	4.00	
● Keldon Advanced	STA R	4.00	
● Keogh	PER R	4.00	
● Kilane	PER R	4.00	
● Kira Founder	PER R	4.00	
● Leyton Founder	PER R	4.00	
● Lovok	PER R	4.00	
● Lovok Founder	PER R	3.50	
● Martok	PER R	4.00	
● Martok Founder	PER R	4.00	
● Michael Eddington	PER R	3.50	
● O'Brien Founder	PER R	4.00	
● Office of the President	FAC R	3.00	
● Office of the Procurator	FAC R	3.00	
● Ornel'Idan	PER R	3.50	
● Orb of Prophecy and Change	ART R	3.50	

● Remota'Klan	PER R	3.00
● Salva	PER R	4.00
● Senator Vreenak	PER R	4.00
● Seven Of Nine	PER R	35.00
● Sleeper Trap	DIL R	3.00
● Talsk'talan	PER R	3.50
● The Earring of Li Nalas	ART R	3.50
● The Great Hall	FAC R	3.00
● The Great Link	FAC R	3.00
● Toman'torax	PER R	4.00
● Trager	STA R	4.00
● U.S.S. Defiant	STA R	11.00
● U.S.S. Rio Grande	STA R	4.00
● Weyoun	PER R	4.00
● Wolf Son of Mogh	PER R	25.00
● Yelgren	PER R	4.00
● Zayra	PER R	3.50

BLAZE OF GLORY EXPANSION DECIPHER-1999

Full Set (130 cards)	105.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	69.00
Commons	10
Uncommons	75

● A Good Day to Live	MIS R	3.00
● Admiral Ross	PER R	3.50
● Ambassador Tomalak	PER R	3.50



Mirri, Cat Warrior counts as a Cat Warrior.
First strike: forestwalk (If defending player controls any forests, this creature is unblockable.)
Attacking does not cause Mirri to tap.

DOUBLE TAKES

ARENA OF THE ANCIENTS, PART ONE

Many of the recurring characters in the recent *Magic* sets saw print in the *Vanguard* sets before their more commonly played versions were released. These oversized cards, created for the Arena league and in play for entire games, often had game-breaking abilities. Mirri allowed you to tap your basic lands for an additional mana, while Ertai kept your creatures from being targeted by your opponent's spells or abilities.

● Aid Fugitives	MIS	R	3.00	● Karina	PER	R	4.00
● Airdock	DOR	R	3.50	● Kira Nerys	PER	R	10.00
● Aldara	STA	R	6.00	● Korinas	PER	R	4.00
● Alien Gambling Device	ART	R	4.00	● Kovat	PER	R	4.00
● Altorian Brain Teaser	DIL	U	1.00	● Lenaris Holom	PER	R	4.00
● Altovar	PER	R	4.00	● Li Nalas	PER	R	4.00
● Automated Security System	EVE	R	3.00	● Makbar	PER	R	4.50
● Bayaran Civil War	EVE	R	3.00	● Marbus Mazur	PER	R	4.00
● Barril Antlos	PER	R	4.00	● Mora Pal	PER	R	3.50
● Baseball	INT	R	4.00	● Morka	PER	R	3.50
● Benjamin Sisko	PER	R	15.00	● Mysterious Orb	ART	R	4.00
● Bo'nik	PER	R	4.00	● Natima Lang	PER	R	4.00
● Boheka	PER	R	4.00	● Neela	PER	R	3.50
● Borad	PER	R	4.00	● No Loose Ends	DIL	R	3.00
● Camping Trip	MIS	R	3.00	● Odo	PER	R	12.50
● Central Command	HOU	R	4.00	● Orb Fragment	ART	R	3.50
● Ch'Ul'Jon	STA	R	4.50	● Pallra	PER	R	4.00
● Chamber of Ministers	HOU	R	4.00	● Plain, Simple Garak	PER	R	6.00
● Changeling Research	MIS	R	3.00	● Plans of the Obsidian Order	OBJ	R	3.00
● Colonel Day	PER	R	4.00	● Plans of the Tal Shiar	OBJ	R	3.00
● Core Blight	MIS	R	3.00	● Prakesh	SIT	R	4.00
● Danar	PER	R	4.00	● Protouniverse	INT	R	3.50
● Deep Space Nine/Toruk Nur	STA	R	15.00	● "Pup"	DIL	R	3.00
● Defiant Dedication Plaque	EVE	R	3.00	● Racha Kam	PER	R	3.50
● D'Ghor	PER	R	4.00	● Recruit Mercenaries	EVE	R	3.00
● DNA Clues	DIL	R	3.00	● Rescue Personnel	OBJ	R	3.00
				● Relava	PER	R	4.00

INQUEST gamer Price Guide

● Blood Oath	INC	R	3.50
● Boone Impersonator	PER	R	3.50
● Borg Cutting Beam	TAC	R	3.25
● Borg Cube	MIS	R	3.00
● Chief O'Brien	PER	R	4.00
● Chula: The Abyss	DIL	R	3.50
● Donaki Variety	PER	R	3.75
● E-Band Emissions	EVE	R	3.50
● Elm	PER	R	4.00
● Enrique Muniz	PER	R	3.50
● Faj's Gallery	EVE	R	3.50
● Gehon	PER	R	3.50
● Goraxus	STA	R	4.00
● Gul Madrod	PER	R	3.50
● I.K.C. Koraga	STA	R	4.50
● I.K.C. Lukara	STA	R	3.50
● I.K.C. Neq'Var	STA	R	3.50
● Ilon Tandro	PER	R	3.50
● Impersonate Captive	OBJ	R	3.00
● Inside Operation	INT	R	3.00
● Ixtana Rex	PER	R	3.50
● Jadzia Dax	PER	R	6.00
● Kang	PER	R	3.50
● Kavok	PER	R	3.50
● Koloth	PER	R	3.50
● Kor	PER	R	3.50
● Kraxon	STA	R	3.50
● Kudak'Eian	PER	R	3.00
● La Forge Impersonator	PER	R	3.50
● Locutus: Borg Cube	STA	R	4.00
● Long Live the Queen	INC	R	3.50
● Maximum Firepower	TAC	R	3.00
● Miles O'Brien	PER	R	5.00
● Odo Founder	PER	R	4.50
● Outgunned	INT	R	3.00
● Parthak	PER	R	3.00
● Picard Maneuver	TAC	R	3.00
● Quark Son of Keldar	PER	R	5.00
● Riker W1	PER	R	4.00
● Ro Laren	PER	R	4.00
● Senator Letant	PER	R	3.75
● Sword of Kahless	ART	R	3.00
● Target These Coordinates	TAC	R	3.00
● The Albino	PER	R	3.50
● Torture	EVE	R	3.00
● U.S.S. Thunderchild	STA	R	4.00
● Wolf Son of Mogg	PER	R	9.00

SUPER RARE FOILS

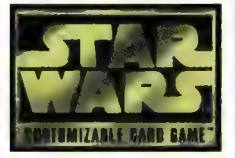
● Kor	PER	R	12.00
● La Forge Impersonator	PER	R	12.00
● Maximum Firepower	TAC	R	10.00
● Odo Founder	PER	R	10.00
● Sword of Kahless	ART	R	14.00
● U.S.S. Thunderchild	STA	R	14.00

VERY RARE FOILS

● Borg Cutting Beam	TAC	R	7.50
● Faj's Gallery	EVE	R	7.50
● Goraxus	STA	R	7.50
● I.K.C. Neq'Var	STA	R	7.50
● Inside Operation	INT	R	7.50
● Kang	PER	R	7.50
● Koloth	PER	R	7.50
● Kraxon	STA	R	7.50

ULTRA RARE FOILS

● Elm	PER	R	42.00
● Jadzia Dax	PER	R	45.00
● Locutus: Borg Cube	STA	R	45.00
● Riker W1	PER	R	40.00



STAR WARS LIMITED EDITION DECIPHER-1995

Full Set (324 cards)	325.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	110.00
Booster Pack (15 cards)	4.50
Booster Box (36 packs)	150.00
Commons	10
Unlisted Uncommons	50

Cards are black-bordered.

● A Disturbance in the Force	EFF	U	1.00
● Admiral Motti	IMP	R	4.00
● Affect Mind	EFF	U	5.00
● Alderaan	LOC	R	4.00
● Alderaan	LOC	U	1.00

● Alter	UIN	U	1.00
● Assault Rifle	WEA	R	3.00
● A Trencher in the Force	EFF	U	1.00
● Bantha	VEH	U	7.50
● Beggar	EFF	R	5.00
● Beru Stew	LIN	U	7.50
● Biogs Darklighter	CHR	R	5.00
● Black 2	STA	R	7.00
● Black 3	STA	U	1.00



DOUBLE TAKES

ARENA OF THE ANCIENTS, PART TWO

While some *Vanguard* cards have yet to be seen as normal *Magic* cards, others have already appeared. Greven il-Vec gave you the ability to bury a creature whenever one of your creatures damaged it—pretty nice with Fire Ants or Masticore. Hanna made your spells one mana cheaper to cast, and Tahngarth gave all of your creatures haste.

● Blast Door Controls	EFF	U	7.50
● Blast Rack	EFF	U	1.00
● Blast Scope	DEV	U	1.00
● Boosted TIE Blast Cannon	SWE	U	1.00
● Boring Conversation Anyday	UIN	R	5.00
● BoShek	AL	U	1.00
● C-3PO	DRO	R	15.00
● Caller	DEV	U	7.50
● Cantina Brawl	LIN	R	4.00
● Charming to the Last	LIN	R	3.00
● Chief Bast	IMP	U	1.00
● Circle is Now Complete	LIN	R	5.00
● Colonel Wulf Yularen	IMP	U	1.00
● Commander Praji	UIN	U	7.50
● Corellian Corvette	STA	U	1.00
● Crash Site Memorial	EFF	U	7.50
● Dantooine	UIN	U	1.00
● Dark Collaboration	LIN	R	4.00
● Dark Hours	EFF	U	7.50
● Dark Jedi Lightsaber	WEA	U	1.00
● Dark Jedi Presence	LIN	R	5.00
● Darth Vader	IMP	R	55.00
● Bathcha	AL	U	1.00
● Death Star: Lvl 4 MilCorr.	LOC	U	1.00
● Death Star Plans	UIN	R	4.00
● Death Star Sentry	EFF	U	1.00
● Death Star: Detention Block Ctrl.	DEV	U	1.00

● Death Star: Trash Comp.	LOC	U	7.50
● Death Star: War Room	LOC	U	1.00
● Demotion	EFF	R	3.50
● Devastator	STA	R	14.00
● Dice Baggon	AL	R	3.00
● Disarmed	EFF	R	4.00
● Disarmed	EFF	R	4.00
● Djas Puh	CHA	R	3.00
● Don't Get Gucky	LIN	R	5.00
● Dr. Evazan	CHA	R	3.00
● DS-61-2	CIN	U	1.00
● DS-61-3	CIN	R	7.50
● Dutch	REB	R	7.00
● EG-6	DRO	U	7.50
● Els Helrot	UIN	U	7.50
● Emergency Deployment	UIN	U	1.00
● Empire's Back	LIN	U	1.00
● Escape Pod	UIN	U	7.50
● Evacuate?	UIN	U	7.50
● Expand the Empire	EFF	R	5.00
● Eyes in the Dark	EFF	U	1.00

● I Find You... Disturbing	EFF	R	4.50
● I Have You Now	LIN	R	3.50
● I've Lost Artoo!	EFF	U	1.00
● Imperial Class Star Destroyer	STA	U	2.00
● Into... Chute, Flyboy	UIN	R	3.00
● Ion Cannon	SWE	U	1.00
● Jawa Pack	EFF	U	1.00
● Jawa Sista	EFF	U	1.00
● Jedi Lightsaber	WEA	U	1.00
● Jedi Presence	LIN	R	5.00
● Jek Porkins	REB	U	1.00
● Juri Juice	UEF	R	2.50
● Kabbe	AL	U	1.00
● Kaf/Fahli C'nidos	AL	R	4.50
● Kessel	LOC	U	1.00
● Kessel	LOC	U	2.00
● Kessel Run	UEF	R	2.50
● Kink Keed'kak	AL	R	5.00
● Klor'slug	EFF	R	4.00
● Krayt Dragon Howl	LIN	R	5.00
● Labria	AL	R	3.00
● Laser Projector	WEA	U	7.50
● Lateral Damage	UEF	R	2.50
● Leesab Sirin	AL	R	2.50
● Leia Organa	REB	R	27.00
● Leia's Sporting Blaster	WEA	U	1.00
● Lieutenant Tanbris	IMP	U	7.50
● Light Repeating Blaster Rifle	WEA	R	4.50

● Lightsaber Proficiency	EFF	R	5.00
● Local Trouble	LIN	R	4.00
● Lone Pilot	LIN	R	3.00
● Lone Warrior	LIN	R	3.00
● Looker Srs. Droids	LIN	R	4.50
● LUKE! LUKE!	UEF	U	1.00
● Luke Seeker	REB	R	30.00
● Luke Skywalker	REB	R	30.00
● Luke's X-34 Landspeeder	VEH	U	1.00
● Mantellian Savpr	EFF	R	3.00
● Millennium Falcon	STA	R	23.00
● Molator	EFF	R	5.00
● Moment of Triumph	LIN	R	3.00
● Move Along	UIN	R	4.50
● Myo	AL	R	3.00
● Nevar Yalmal	LIN	R	3.00
● Nightfall	EFF	U	1.00
● Noble Sacrifice	LIN	R	2.50
● Obi-Wan Kenobi	REB	R	34.00
● Obi-Wan's Cape	EFF	R	5.00
● Obi-Wan's Lightsaber	WEA	R	7.50
● Observation Holocam	DEV	U	7.50
● On the Edge	LIN	R	3.00
● Organa's Car, Necklace	UEF	R	4.50
● Our Most Desperate Hour	UEF	R	4.00
● Out of Nowhere	UIN	U	7.50
● Owen Lars	REB	U	7.50
● Panic	UIN	U	1.00
● Physical Choke	LIN	R	5.00
● Ponda Baba	AL	U	1.00
● Pops	REB	U	1.00
● Presence of the Force	EFF	R	5.50
● Prophesies	AL	U	1.00
● Quad Laser Cannon	STA	U	1.00
● Reactor Terminal	EFF	U	7.50
● Rebel Planners	EFF	R	3.00
● Red Leader	REB	R	7.50
● Red 1	STA	U	1.00
● Red 3	STA	R	3.50
● Restricted Deployment	EFF	U	1.00
● Return of a Jedi	LIN	R	7.50
● Revolution	EFF	R	7.50
● Rycar Ryyder	EFF	U	1.00
● Sanderzawler	VEH	R	3.00
● Sanderzawler	VEH	R	3.00
● Send a Detachment Down	UEF	R	4.00
● Sense	UIN	U	1.00
● Sense	UIN	U	1.00
● Skywalker	LIN	R	5.00
● Solo Han	LIN	R	3.00
● Spaceport Speeders	UIN	U	7.50
● Special Modifications	EFF	U	1.00
● Sundown	EFF	U	1.00
● Tactical Re-Call	UEF	R	3.00
● Tagge Seeker	WEA	R	2.50
● Targeting Computer	DEV	U	1.00
● Tarkin Seeker	WEA	R	3.00
● Tatooine: Cantina	LOC	R	3.00
● Tatooine: Cantina	LOC	R	3.00
● Tatooine: Obi-Wan's Hut	LOC	R	5.00
● Thank the Maker	LIN	R	1.00
● This is All Your Fault	LIN	U	1.00
● Tannik's Sisters	AL	R	5.00
● Trinto Duaba	UIN	U	1.00
● Turbolaser Battery	STA	R	3.00
● 2X-3KPR	UEF	U	1.00
● Unborn	UIN	R	4.00
● Unborn	UIN	R	4.00
● Vader's Custom TIE	STA	R	12.50
● Vader's Eye	LIN	R	5.00
● Vader's Lightsaber	WEA	R	10.00
● Warmer's Courage	UIN	R	2.50
● We're All Gonna... Thinner!	LIN	R	4.50
● WED-9-MT Bantua Droid	DRO	R	2.50

STAR WARS UNLIMITED EDITION

PARKER BROTHERS/DECIPHER-1996

Full Set (330 cards)	210.00
Starter Dual Deck (60 cards)	8.75
Starter Box (12 decks)	75.00
Booster Box (36 packs)	70.00
Booster Pack (15 cards)	2.50

Cards are white-bordered. Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION DECIPHER-1996

Full Set (162 cards)	200.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10
Uncommons	75

● Attack Run	EVE	R	4.00
● Besieged	EFF	R	3.00
● Bowcaster	WEA	R	4.00
● Brannic	AL	R	7.00
● Cell 2187	UEF	R	4.00
● Chewbacca	AL/REB	R	15.00
● Clak dor VII	LOC	R	3.00
● Commence Primary Ionburst	UEF	R	4.50
● Commence Recharging	EFF	R	3.50
● Conquest	STA	R	12.00
● Corellia	LOC	R	4.00
● Dantk Jerriko	AL	R	4.00
● Dark Waters	EFF	R	3.00
● Death Star	LOC	R	11.00
● Death Star Tractor Beam	DEV	R	3.00
● Death Star Trench	LOC	R	4.00
● Dejarik Hologame Board	LOC	R	4.00
● Dianoga	CRE	R	3.00
● Double Agent	LIN	R	3.00
● DS-61-4	IMP	R	4.00
● Greedo	AL	R	9.00
● Hem Dazon	AL	R	4.00
● Hunchback	AL	R	4.00
● Hypo	DEV	R	5.00
● I'm On the Leader	LIN	R	3.50
● Imperial Helotable	LOC	R	4.00
● IT-D	DRO	R	5.00
● Kiffex	LOC	R	4.00
● Leia Seeker	WEA	R	3.50
● Let the Woolie Win	LIN	R	4.00
● Luke's Cape	EFF	R	4.50
● Magnetic Suction Tube	DEV	R	3.00
● Magnetic Suction Tube	DEV	R	3.00
● Maneuver Check	EFF	R	3.00
● Muth Seeker	WEA	R	3.00
● R2-D2	DRO	R	14.00
● R3-T6	DRO	R	4.50
● Red 2	STA	R	5.00
● Red 5	STA	R	9.00
● Retract the Bridge	LIN	R	4.00
● Sanderwrt Droid Jumphead	LOC	R	4.00
● Sanderwrt Loading Bay	LOC	R	3.50
● Spice Mines of Kessel	UEF	R	4.00
● Supersaber	WEA	R	5.00
● SW-4 Ion Cannon	WEA	R	3.00
● Tatnive IV	STA	R	12.00
● Tatooine: Bluffs	LOC	R	4.00
● They're on Dantooine	UEF	R	4.00
● Trooper Davin Faith	IMP	R	3.50
● Trznvt	AL	R	3.00
● U-3PD	DRO	R	4.50
● Wedge Antilles	REB	R	15.00
● Wookie Roar	LIN	R	4.00
● You're All Clear Kid!	UIN	R	4.00

REVISED A NEW HOPE EXPANSION DECIPHER-1998

Full Set (162 cards)	140.00
Booster Pack (8 cards)	2.50
Booster Box (30 packs)	75.00
Commons	10
Uncommons	75

STAR WARS DATA C=COMMON U=UNCOMMON R=RARE

● DARK SIDE	○ LIGHT SIDE
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AL Alien	DRO Droid	LIN Last Interrupt	REB Rebel	UIN Used Interrupt
CRE Creature	EFF Effect	LOC Location	STA Starship	VEH Vehicle
DEV Device	IMP Imperial	OBJ Objective	UEF Utinni Effect	WEA Weapon

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Cards are white-bordered.
Rare cards are worth 80% value of
black-bordered equivalents.

HOTH EXPANSION

DECEMBER-1996

Full Set (162 cards)	170.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	.10
Unlisted Uncommons	.75

○ Admiral Ozzel	IMP R	7.00
○ Anakin's Lightsaber	WEA R	12.00
○ Artillery Remote	DEV R	3.00
○ Bacta Tank	EFF R	3.50
● Blizzard 1	VEH R	10.00
● Blizzard 2	VEH R	5.00
● Blizzard Scout 1	VEH R	8.50
○ Captain Piett	IMP R	4.50
○ Collapsing Corridor	LIN R	3.00
○ Cmdr. Luke Skywalker	REB R	20.00
○ Concussion Grenade	WEA R	5.00
○ Dack Raltier	REB R	3.00
○ Death Mark	UEF R	4.00
○ Debris Zone	UIN R	3.00
○ Dismaying Creature	EFF R	5.00
○ Echo Base Operations	EFF R	3.00
○ Frozen Dinner	EFF R	4.00
● Fury Fury	U/LIN R	3.00
○ General Chirpa Renskan	REB R	3.00
○ General Veers	IMP R	9.00
○ High Anxiety	EFF R	4.00
● Hoth Wampa Cave	LOC R	3.00
○ I Thought They Smelled Bad	UIN R	4.00

● Image of the Dark Lord	EFF R	3.00
○ K-3PO	DRO R	5.00
○ Major Bren Derlin	REB R	3.00
● Meteor Impact?	EFF R	4.00
● Mourful Roar	EFF R	4.00
○ Planet Defender Ion Cannon	WEA R	3.00
○ R-3PO	DRO R	3.00
● Responsibility of Command	UEF R	4.00
○ Rogue 1	VEH R	10.00
○ Rogue 2	VEH R	5.00
○ Rogue 3	VEH R	8.00
○ Rug Hug	LIN R	4.00
● Scruffy-Looking Nerf Herder	U/LIN R	3.00

● Stalker	STA R	15.00
○ Surface Defense Cannon	WEA R	3.00
○ Tactical Support	LIN R	3.00
● Target The Main Generator	EEV R	3.00
○ The First Transport Is Away!	UEF R	4.00
● This Is Just Wrong	UEF R	4.00
○ 2-1B	DRO R	5.00
○ Trampole	UIN R	5.00
○ Tyrant	STA R	14.00
● Wampa	CRE R	3.50
○ Weapon Malfunction	UEF R	4.00
○ Wes Janson	REB R	3.00
○ Who's Scruffy-Looking?	UIN R	4.00
● Yaggle Gakkle	UIN R	3.00
○ You Have Failed Me...	LIN R	4.00
○ You Will Go To Dagobah...	LIN R	4.00
○ Zev Senesca	REB R	3.00

DAGOBAH EXPANSION

DECEMBER-1996

Full Set (180 cards)	210.00
Booster Pack (9 cards)	2.50
Booster Box (50 packs)	125.00
Commons	.10
Unlisted Uncommons	.50

○ Asteroids Do Not Concern Me	UEF R	3.00
○ At Peace	EFF R	3.00
● Avenger	STA R	12.00
● Bad Feeling Have I	EFF R	3.00
○ Bombing Run	EFF R	3.00
● Bossk	AL R	7.00
● Bossk's Mortar Gun	WEA R	2.50
● Broken Concentration	EFF R	3.00
○ Captain Needa	IMP R	5.00
○ Corrosive Damage	EFF R	3.00
○ Dagobah Bog Clearing	LOC R	3.00
○ Dagobah Cave	LOC R	3.00
○ Dagobah Yoda's Hut	LOC R	4.00
○ Dengar	AL R	8.00
○ Dengar's Blaster Carbine	WEA R	4.50
○ Descent Into The Dark	EFF R	3.00
● Dragonsnake	GRE R	3.00
○ Effective Repairs	U/LIN R	3.00
○ Egregious Pilot Error	LIN R	3.00
● Executor	STA R	21.00
● Executor: Holothreat	LOC R	3.00
● Executor: Meditation Chamber	LOC R	4.00
● Failure at the Cave	UEF R	3.00
● Field Promotion	EFF R	3.00
● Flagship	EFF R	3.00
○ 4-LOM	DRO R	6.50
○ 4-LOM's Concussion Rifle	WEA R	4.50
● Frustration	LIN R	3.00

○ Han's Toolkit	DEV R	3.50
○ Hiding in the Garbage	EFF R	3.00
● Hound's Tooth	STA R	7.00
○ I Have a Bad Feeling	This	
● I Want That Ship	EFF R	3.00
● IG-2000	STA R	5.00
● IG-88	DRO R	12.00
● IG-88's Neural Inhibitor	WEA R	4.50
● IG-88's Pulse Cannon	WEA R	4.50
○ It Is the Future You See	JTE R	3.00
○ Jedi Levitation	LIN R	3.00
○ Landing Claw	DEV R	4.00
● Lando System?	LIN R	3.00
○ Lieutenant Suba	IMP R	4.00
○ Light Maneuvers	UIN R	3.00
● Location, Location, Location	EFF R	3.00
○ Lost in Space	EFF R	3.00
○ Luke's Backpack	DEV R	3.00
○ Mist Hunter	STA R	5.00
● Much Anger In Him	EFF R	3.00
○ No Disintegrations	EFF R	3.00
○ Obi-Wan's Appanition	EFF R	3.00
○ Order to Engage	EFF R	3.00
○ Polarized Negative Power Coupling	EFF R	3.00
● Punishing One	STA R	5.00
○ Radikal	LOC U	3.00
○ Reflecton	EFF R	4.00
○ Report to Lord Vader	UEF R	3.00

○ Yoda, You Snek Yoda	LIN R	3.00
○ Yoda's Hope	EFF U	1.00
○ You Do Have Your Moments	LIN U	1.00
● Zuckuss	AL R	7.50
● Zuckuss' Snare Rifle	WEA R	5.00

CLOUD CITY EXPANSION

DECEMBER-1997

Full Set (180 cards)	175.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	105.00
Commons	.10
Uncommons	1.00

○ Advantage	EFF R	3.00
● Aim! Aaa! Agggggggggg!	LIN R	3.00
○ All My Urthens	EFF R	3.00
● All Top Envy	EFF R	3.50
○ Ambush	LIN R	3.00
○ Artos, Come Back At Once!	U/LIN R	3.00
● Atmospheric Assault	LIN R	3.50
● Beldan's Eye	EFF R	3.00
● Bionic Hand	DEV R	3.50
● Boba Fett	AL R	20.00

○ Haven	EFF R	4.00
● He's All Yours, Bounty Hunter	U/LIN R	3.00
○ Higher Ground	U/LIN R	3.00
○ Hindsight	EFF R	3.00
○ Hoping Med	EFF R	3.00
● I Am Your Father	EFF R	4.00
○ I Don't Need Their Scum, Either	U/LIN R	3.00
● I Had No Choice	EFF R	3.00

○ Impressive, Most Impressive	LIN R	3.00
● Interrrogation Array	DEV R	3.00
○ Into The Ventilation Shaft	Lefty	3.50
● Lando Calrissian	LIN R	14.00
○ Lando Calrissian	AL R	14.00
○ Leia Of Alderaan	EFF R	4.00
● Lieutenant Sheel	IMP R	4.00
○ Labot	AL R	7.00
○ Luke's Blaster Pistol	WEA R	4.00
● Mandalorian Armor	DEV R	4.00
● Mostly Armless	EFF R	3.50
○ NOOOOOOOOOOOOO!	U/LIN R	3.00
● Obsidian 7	STA R	4.00
● Obsidian 8	STA R	4.00
○ Off The Edge	LIN R	3.00
○ Old Pirates	LIN R	3.00
● Paint Man	LIN R	3.00
○ Princess Leia	REB R	17.50
○ Protector	LIN R	3.00
○ Punch It!	LIN R	3.00
○ Redemption	STA R	9.00
○ Release Your Anger	LIN R	3.00
○ Rendezvous Point On Tatooine	LIN R	3.00
○ Shocking Information	STA R	25
● Slave I	STA R	15.00
○ Slip Slidin' Away	UIN R	3.00
○ Snake Screen	LIN R	3.50
● Surprise	LIN R	3.00
○ Surprisedious Glance	LIN R	3.00
● The Emperor's Prize	UEF R	3.00
○ This Is Even Better	LIN R	3.00
○ This Is Still Wrong	UIN R	3.00
○ Uglote	AL R	3.00
○ Uncontrollable Fury	EFF R	3.50
○ Vader's Bounty	EFF R	4.00
○ Vader's Cape	EFF R	4.00
○ We'll Find Him	UIN R	3.00
○ We're The Bat	UEF R	3.00
○ Why Didn't You Tell Me?	U/LIN R	3.00
○ Wookiee Strangle	LIN R	3.50

○ Max Rebo	AL R	3.50
● Murtoc Yine	AL R	3.50
● Kal Hutta	LOC R	3.00
● Nizuc Bek	AL R	3.00
● Nysad	AL R	3.00
○ Oola	AL R	3.00
● Orttug	AL R	3.00
○ Palajo Reshad	AL R	3.00
● Pate Snitkin	AL R	3.00
○ Princess Leia Organa	REB R	17.00
○ Pucumir Thyss	AL R	3.00
○ Rhuk Onec, Hero... Sea	AL R	3.50
● Rancor	CRE R	6.00
○ Rancor	AL R	3.00
● Rancor Rymd	AL R	3.00
○ Rancor Rymd	AL R	3.00
○ Rannek	AL R	3.00
○ Saelt-Marne	AL R	3.00
● Salacious Crumb	AL R	5.00
○ Scum And Villainy	EFF R	4.00
○ Sergeant Doolfin	AL R	3.00
○ Shessa Tiel	LIN R	3.00
○ Strangle	LIN R	3.00
○ Tamtel Skreej	AL R	8.00
○ Tarnum Spjkek	AL R	3.00
● Tarnum Dren-garen	AL R	3.00
○ Tessek	AL R	3.50
● Thermal Detonator	WEA R	4.00
○ Thul Fan	AL R	3.00
○ Tibrin	LOC R	3.00
○ Unfriendly Fire	UIN R	3.00
● Vedain	AL R	3.00
● Vekken Tazari	AL R	3.00
○ Vezam	AL R	3.00
○ Vul Tazaree	AL R	3.00
● Whith	AL R	3.00
● Wwoof	AL R	3.00
○ Yorgit	AL R	3.00

SPECIAL EDITION EXPANSION

DECEMBER-1998

Full Set (324 cards)	220.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	69.00
Starter Pack (60 cards)	12.00
Starter Box (12 packs)	110.00
Commons	.10
Uncommons	1.00

● A Real Hero	U/LIN R	3.00
○ All Wings Report In	UIN R	3.00
● Bantha Hero	EFF R	3.00
○ Ben Kenobi	REB R	20.00
● Boba Fett	AL R	15.00
● Boole	AL R	4.00
● Bossk In Hound's Tooth	STA R	7.00
● Brangus Glee	AL R	2.50
○ Bron Burs	AL R	3.00
○ Came	AL R	3.00
● Carbon Chamber Testing	OBJ R	4.50
○ Cloud City Celebration	EFF R	3.00
● Cloud City Occupation	EFF R	3.00
● Cloud City Downtown PlazaLOC		3.00
○ Cloud City Downtown PlazaLOC		3.00
○ Colonel Feyn Gospic	REB R	4.00
○ Commander Wedge AntillesREB		10.00
○ Corellian Engineering Corporation	EFF R	3.00
● Corporal Grenwick	IMP R	3.00
● Coruscant	LOC R	4.00
● Coruscant	LOC R	4.00
● Coruscant Celebration	EFF R	3.50
● Coruscant: Imperial SquareLOC		3.00
● Counter Surprise Assault	LIN R	3.00
● Dantooine Base OperationsOBJ		3.00
● Darth Vader, Dark Lord Of The Sith	IMP R	30.00

● Death Squadron Star Destroyer	STA R	9.00
○ Death Star	LOC R	8.00
● Death Star Assault Squadron	STA R	4.50
○ Debnoli	AL R	4.00
● Destroyed Homestead	UEF R	3.00
○ Docking And Repair Facilities	EFF R	3.00
○ Don't Tread On Me	U/LIN R	3.00
● Dreaded Imperial Starfighter	EFF R	4.00
● Dune Walker	VEH R	5.00
○ Entrenchment	EFF R	4.00
○ General McQuarrie	REB R	3.50
○ Gon Nen-Tay	EFF R	4.00
○ Grandrom Muse	REB R	3.00
○ Harvest	LIN R	4.00
○ Heroes Of Yavin	UIN R	3.00
○ Hidden Base	OBJ R	4.00
○ Hit And Run	LIN R	3.00
● Homing Beacon	DEV R	3.00
● Hunt Down And Destroy The Jedi	OBJ R	4.00
● Hunting Party	UIN R	3.00
● Iaca, The Traitor Of Jawa Canyon	AL R	3.00
● IM4-099	DRO R	1.50
● Imperial Occupation	OBJ R	4.00
○ Imperial Atrocity	EFF R	3.00
● Imperial Propaganda	EFF R	3.00
○ Income Corporation	EFF R	3.00
● ISB Operations	OBJ R	4.00

Day of the Dead

Event
Unique

All players may place one character from their discard pile in their supporting row, if limited, that character cannot currently be in play. The character may act normally. Discard all these characters at the end of the turn.

"I thought it was a metaphor."
- Captain Elizabeth Lockley

DOUBLE TAKES

SPACED-OUT SANDMAN

It's easy to see that the writer of this "B5" episode took a lot from Mexican culture when creating this interstellar holiday, but what you may not know is that the writer is Neil Gaiman, the genius behind the *Sandman* comic book, which coincidentally had a female character named "Death."

● Res Luk Ra'ul	LIN R	3.00
○ Rycar's Run	UEF R	3.00
○ Size Matters Not	JTE R	3.50
○ Smuggler's Blues	EFF R	3.00
○ Son of Skywalker	REB R	26.00
○ Space Slug	CRE R	3.00
○ Stone Pile	EFF R	3.00
● The Dark Path	EFF R	3.00
○ The Professor	EFF R	3.00
○ This Is More Like It	UIN R	3.00
○ This Is No Cave	UIN R	3.00
○ Through the Force...See	LIN R	3.00
○ Tight Squeeze	LIN R	3.00
○ 2-1B	DRO R	6.50
● Unexpected Interruption	LIN R	3.00
● Visage of the Emperor	EFF R	3.50
○ We Can... Outmaneuver Them	U/LIN R	3.00
○ We Don't Need...Scum...	U/LIN R	3.00
○ WHAAAAAAGGGGGGGGGG!	UIN R	3.00
○ What Is Thy Bidding My Master?	UEF R	3.00
○ Yoda	UEF R	25.00

● Boba Fett's Blaster Rifle	WEA	R	4.00
● Brief Loss Of Control	LIN	R	3.00
● Bright Hope	STA	R	5.00
● Captain Bewil	IMP	R	4.00
○ Captain Han Solo	REB	R	20.00
● Chief Retvin	IMP	R	4.00
● Cloud City Dining Room	LOC	R	3.00
● Cloud City Guest QuartersLOC			3.50
○ Courage Of A Skywalker	LIN	R	4.00
○ Dark Approach	LIN	R	3.00
● Dark Deal	EFF	R	4.00
● Despair	EFF	R	3.00
○ Dismantle On Sight	EFF	R	3.00
● E-3PO	DRO	R	4.00
● End This... Conflict	U/LIN	R	3.00
● Epic Duel	EEV	R	6.00
● Flight Escort	LIN	R	3.00
● Focused Attack	LIN	R	3.00
● Force Field	U/LIN	R	3.50
● Forced Landing	UEF	R	3.00
○ Frozen Assets	EFF	R	3.00
○ Gambler's Luck	LIN	R	3.00
○ Glancing Blow	LIN	R	3.00

● Amaranman	AL	R	4.00
○ Ardon "Vapor" Crell	AL	R	3.00
○ Arno	DRO	R	11.00
○ Attarck	AL	R	3.00
○ Aved Lunan	AL	R	3.00
● Bone Malir	AL	R	4.00
● Barada	AL	R	3.00
● Beedo	AL	R	3.00
○ BG-J3G	DRO	R	3.00
● Bob Fortuna	AL	R	5.00
○ Blaster Deflection	U/LIN	R	3.00
● Dengar's Modified Rot Gun	WEA	R	3.00
● Double Laser Cannon	WEA	R	4.00
● Droopy McCoal	AL	R	3.00
○ 8DS	DRO	R	4.00
● Ephat Mon	AL	R	4.00
● EY-809	DRO	R	4.00
● Fozec	AL	R	3.00
● Gailid	AL	R	4.00
● Garon Nis Tal	AL	R	3.00
● Geezum	AL	R	3.00
● Ghorel	AL	R	3.00
● Giran	AL	R	3.00
● Herat	AL	R	3.00
● Heron Odie	AL	R	3.00
● Hutt Bounty	EFF	R	3.00
○ I Must Be Allowed To Speak	EFF	R	4.00
● J'Quille	AL	R	4.00
● Jabba the Hutt	AL	R	17.00
● Jabba's Sail Barge	VEN	R	15.00
● Jabba's Sail Barge: Passenger Deck	LOC	R	3.00
○ Jedi Mind Trick	U/LIN	R	3.00
○ Jess	AL	R	3.50
○ Kalit	AL	R	3.00
○ Kiffex	LOC	R	3.00
○ Kirob III	LOC	R	3.00
● Kithaba	AL	R	3.00
● Klastu	AL	R	3.00
○ Laudica	AL	R	3.00
○ Lesstrom Tacama	AL	R	3.00
○ Life Debt	LIN	R	3.00
○ Luje Nelin	AL	R	3.00
● Malokli	AL	R	3.00

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● Jabba	AL	R	12.00	○ Sergeant Hollis	REB	R	3.00
● Jabba's Influence	EFF	R	3.00	● Sergeant Major Enfield	IMP	R	3.00
● Jabba's Space Cruiser	STA	R	7.00	● Sergeant Narthax	IMP	R	3.00
○ Joh Yowza	AL	R	3.00	● Sergeant Torent	IMP	R	3.00
○ Kalit's Sandcrawler	VEH	R	3.00	● Short-Range Fighters	UNIN	R	3.50
○ Ketvol	AL	R	3.00	● Sienar Fleet Systems	EFF	R	3.00
○ Koenysay Manufacturing	EFF	R	3.00	● Slayn & Korpil Facilities	EFF	R	3.00
● Krayt Dragon	CRE	R	5.50	○ Soth Petikkin	AL	R	3.00
● Kuat Drive Yards	EFF	R	3.00	○ Spiral	STA	R	8.50
● Lando's Blaster Rifle	WEA	R	3.00	● Star Destroyer!	UNIN	R	3.00
● Leia's Blaster Rifle	WEA	R	3.00	○ Stay Sharp!	UNIN	U	1.00
○ Lieutenant Tam Mison	REB	R	3.00	● Strategic Reserves	EFF	R	3.50
● Lobot	AL	R	5.00	● Surface Defense	U/SIN	R	3.00
○ Local Uprising	OBJ	R	4.00	● Sy Snootles	AL	R	3.00
● Major Palo Torshan	REB	R	3.00	○ T-47 Battle Formation	UNIN	R	4.00
○ Mechanical Failure	EFF	R	3.00	○ Tatooine Celebration	EFF	R	3.00
○ Meditation	EFF	R	3.00	● Tatooine Occupation	EFF	R	3.00
○ Melas	AL	R	3.00	○ Tatooine: Beggar's Canyon	LOC	R	3.00
○ Mind What You... Learned	OBJ	R	4.00	○ Tawss Khaw	AL	R	3.00
● Nebt	AL	R	3.00	○ Thedit	AL	R	3.00
○ Old Times	UNIN	R	3.00	○ TK-422	REB	R	14.00
● One-Arm	CRE	R	3.00	○ Umpass-stay	AL	R	3.00
○ OS-72-1 In Obsidian 1	STA	R	7.00	○ Ur'Ru'r	AL	R	3.00
○ OS-72-2-10	IMP	R	4.00	○ URuRu'R'R's Bantha	VEH	R	4.00
○ OS-72-2 In Obsidian 2	STA	R	5.50	○ Urukik	AL	R	3.00
○ Outer Rim Scout	STA	R	4.50	● Vader's Personal Shuttle	STA	R	7.00
○ Princess Organa	REB	R	15.00	○ Vengeance	STA	R	10.00
○ R3-72	OBJ	R	4.00	○ Wirtin's Sandcrawler	VEH	R	5.50
● Ralltur	DRJ	R	4.00	○ X-wing Assault Squadron	STA	R	3.00
● Rebel Base Occupation	EFF	R	3.00	○ Yavin 4: Massassi Headquarters	LOC	R	4.00
● Rebel Fleet	EFF	R	3.00				
○ Rendezvous Point	LOC	R	3.00				
● Rendili StarDrive	EFF	R	3.00				
○ Rescue The Princess	OBJ	R	3.00				
● Return To Base	EFF	R	3.00				
○ Rogue 4	VEH	R	5.00				
● RR'uurruur	AL	R	3.00				
● Rystall	AL	R	3.00				
● Sarlacc	CRE	R	5.50				

ENDOR EXPANSION

DECIPHER-1999

Full Set (180 cards)	100.00
Booster Pack (8 cards)	2.50
Booster Box (30 packs)	65.00

Commons	1.00
Uncommons	2.50

○ A280 Sharpshooter Rifle	WEA	R	2.50
○ Aimi High	EFF	R	3.00
● Always Thinking With Your Stomach	UNIN	R	4.00

● Aratech Corporation	EFF	R	4.00
● AT-ST Dual Cannon	WEA	R	4.50
○ Chewbacca Of Kashyyk	REB	R	10.00
○ Chewbacca's Bowcaster	WEA	R	5.00
○ Chewie's AT-ST	VEH	R	4.00
○ Chief Chirpa	REB	R	3.00
○ Closed Door	EFF	R	4.00
○ Colonel Dyer	IMP	R	4.00
● Commander Igar	IMP	R	5.50
● Corporal Drelsyn	IMP	R	4.50
○ Corporal Kensaris	REB	R	2.50
● Corporal Misik	IMP	R	3.00
● Corporal Oberk	IMP	R	4.50
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○ Daughter Of Skywalker	REB	R	3.00
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○ Lieutenant Wenz	IMP	R	3.50
○ Logray	AL	R	2.50
○ Lost In The Wilderness	UNIN	R	3.50
● Major Hewex	IMP	R	3.00
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○ Sergeant Irol	IMP	R	3.00
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● Tempest Scout 1	VEH	R	3.00
● Tempest Scout 2	VEH	R	3.50
● Tempest Scout 3	VEH	R	2.50
● Tempest Scout 4	VEH	R	3.00
● Tempest Scout 5	VEH	R	3.00
● Tempest Scout 6	VEH	R	3.00
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○ Tydirium	STA	R	3.25
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Full Set (162 cards)	80.00
Booster Pack (11 cards)	3.00
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Sample Deck (40 cards, Denver excl.)	11.00
Commons	15
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○ Anakin Skywalker	CHA	R	5.00
○ Anakin's Podracer	WEA	R	3.00
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○ Captain Panaka	CHA	R	3.00
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○ Jawa, Bargainer	CHA	F	5.00
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○ Qui-Gon Jinn	CHA	R	5.00
○ R2-D2	CHA	R	3.50
● Sebulba	CHA	R	3.50
● Sebulba's Podracer	WEA	R	3.50
● Sith Lightsaber	CHA	R	4.00
● Trade Federation Tank	CHA	R	3.50
○ Watto	CHA	R	5.00
○ Yoda	CHA	R	5.00
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FOILS

Full Set (18 cards)	150.00
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● Jabba the Hutt	CHA	R	10.00
○ Lott Doo	CHA	R	4.50
○ Mace Windu	CHA	R	8.50
○ Nute Gunray	CHA	R	7.00
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○ Padmé Naberrie	CHA	R	10.00
○ Queen Amidala, Rep.	CHA	R	7.00
○ Qui-Gon Jinn	CHA	R	30.00
○ Qui-Gon Jinn's Lightsaber	WEA	R	5.00
○ R2-D2	CHA	R	7.00
○ Rune Haako	CHA	R	5.00
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Booster Pack (11 cards)	2.50
Booster Box (30 packs)	60.00
Commons	10
Uncommons	75

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○ Anakin Skywalker	CHA	R	4.00
● Battle Droid Squad	CHA	R	3.00
○ Captain Panaka	CHA	R	2.00
● Darth Maul	WEA	R	4.00
● Darth Maul's Lightsaber	WEA	R	3.00
● Darth Maul's Sith Speeder	WEA	R	3.00
● Darth Maul, Master of Evil	CHA	R	4.00
● Darth Sidious	CHA	R	2.50
● Destroyer Droid Squad	CHA	R	3.00
○ Fade and Beed	CHA	R	2.50
● Jabba the Hutt	CHA	R	2.50
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○ K-Adi-Mundi	BAT	R	3.00
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○ Qui-Gon Jinn	CHA	R	3.50
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○ R2-D2	CHA	R	3.00
○ Rune Haako	CHA	R	4.00
● Sebulba	CHA	R	2.50
● Trade Federation Tank	CHA	R	4.00
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FOILS

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○ Captain Panaka	CHA	R	8.50
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● Darth Maul's Lightsaber	WEA	R	5.00
● Darth Maul's Sith Speeder	WEA	R	4.50
● Darth Sidious	CHA	R	25.00
● Jabba the Hutt	CHA	R	10.00
○ Lott Doo	CHA	R	4.50
○ Mace Windu	CHA	R	8.50
○ Nute Gunray	CHA	R	7.00
○ Obi-Wan Kenobi	CHA	F	35.00
○ Padme Naberrie	CHA	R	10.00
○ Queen Amidala, Rep.	CHA	R	7.00
○ Qui-Gon Jinn	CHA	R	30.00
○ Qui-Gon Jinn's Lightsaber	WEA	R	5.00
○ R2-D2	CHA	R	7.00
○ Rume Haako	CHA	R	5.00
○ Watto	CHA	R	9.00

INQUEST gamer Players Guide

MAGIC[®] The Gathering

CARD DESCRIPTION

NAME Now you know what to call the card.

TYPE Summon Legend means she's extra special.

RATING InQuest Gamer has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

DESCRIPTION Explains exactly what the card does.

ARTIST Card's illustrator.



Warrior costs two green and one generic mana to summon.

Tells you what set the card belongs to and the card's rarity. Mirri is a rare from the Exodus expansion.

Related Story-

Only for creatures.

NAME KIND CR PR COST SETS

ARTIFACTS

- Acidic Dagger** ART R •• MG
• Destroy a non-land creature receiving combat damage from target creature. If targeted creature leaves play, bury dagger.
- Adark Sentinel** AR U •• IA
• +0/1 until end of turn 3/3
- Aegis of the Monk** ART R •• IA
• Give a 1/1 creature +1/+2 until end of turn.
- Aenilope** ART R •• FE
• Sacrifice: Deals 2 damage to any target.
- Aethir Glider** AC C •• AI
Flying. Cannot be assigned to block 2/1.
- Al-shara's Carpet** ART R •• LS
• Prevent all damage to you this turn from attacking, non-flying creatures.
- Aladdin's Lamp** ART R •• ANR,4th
• Instead of drawing a card, look at the top X cards of your library and choose one to put in your hand. Shuffle the rest and put them on the bottom of your library.
- Aladdin's Ring** ART R •• ANR,4th,5th,6th
• Do 4 damage to any target.
- Acher's Tomb** ART R •• LS
• Change the color of target permanent you control.
- Altar of Domestica** ART R •• TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from his library into his graveyard.
- Amber Prison** ART R •• MG,6th
You may leave Prison tapped. • Tap target artifact, creature or land. As long as Prison is tapped, target does not untap.
- Amulet of Krug** ART C •• AQ,4th,5th
• Prevent 1 damage to any target.
- Amulet of Uzuu** ART R •• IA
• Sacrifice: Flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.
- Amulet of Unmaking** ART R •• MG
• Remove Amulet from the game. Remove target artifact, creature or land from the game. Play this ability as a sorcery.
- Angel's Trumpet** ART U •• UL
Attacking doesn't cause creature to tap. At end of each player's turn, all untapped creatures he controls that don't attack. Trumpet deals 1 damage to that player for each creature tapped this way.
- Ankh of Mishra** ART R •• Basic
Whenever a player plays a land, Ankh deals 2 damage to him.
- Anvil of Bogardan** ART R •• VS
Each player skips his discard phase. During each player's draw phase that player draws an additional card then discards a card.
- Apocalypse Chime** ART U •• HL
• All cards in play from *Homelands* are buried.
- Arcum's Sleigh** ART U •• IA
Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.
- Arcum's Weatherstone** ART U •• IA
Target snow-covered land becomes snow-covered.
- Arcum's Whistle** ART U •• IA
• Target non-snow-covered land becomes snow-covered.
- If target non-land creature does not attack this turn, it is destroyed at end of turn. The creature's controller may counter

NAME KIND CR PR COST SETS

- this effect by paying •, where • is the creature's casting cost. Play only during opponent's turn.
- Arena of the Ancients** ART R •• LG,CH
Tap all legends. Legends do not untap as normal during upkeep.
- Armageddon Clock** ART U •• AQ,4th
Add a counter to your upkeep. At the end of your upkeep, on 1 damage to each player for each counter on Clock. Any player may spend • during any upkeep to remove a counter.
- Ashnod's Altar** ART U •• AQ,4th,5th,6th
• Sacrifice a creature: Add • to your mana pool.
- Ashnod's Battle Bear** ART U •• AQ,4th
• Target creature you control gets +2/+2 as long as Bear is tapped. You may leave Bear tapped.
- Ashnod's Dyke** ART R •• AI
• Target player looks at the top three cards of his library and puts one on top. Remove the remaining two from game.
- Ashnod's Transmogrifier** AC C •• AQ,4th,5th
• Sacrifice: Target non-artifact creature becomes an artifact creature and gains +1/+1.
- Assembly Hall** ART R •• MM
• Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand.
- Astrolabe** ART R •• AI
• Sacrifice: Add two mana of any color to your pool. Control.
- Balm of Restoration** ART R •• FE
• Sacrifice: Gain 2 life or prevent 2 damage to any target.
- Barbed Sextant** ART C •• IA,5th
• Sacrifice: Add one mana of any color to your pool. Control.
- Barbed Wire** ART U •• MM
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. • Prevent the next 1 damage that would be dealt by Barbed Wire this turn.
- Bargaining Table** ART R •• MM
• Draw a card. X is number of cards in opponent's hand.
- Barf's Cage** ART R •• DK,CH,5th
• Target creature doesn't untap during its controller's next untap.
- Baron's Coder** ART R •• UL
During your upkeep you may put a counter on Coder. • Sacrifice: Draw X cards, where X is the number of counters.
- Basalt Selen** ART U •• MG
Cannot be blocked by artifact creatures. At end of turn bury each creature blocking Selen and put a 0/2 artifact creature wall into play for each creature blocked. 2/4.
- Bassalt Moonolith** ART U •• LUR
Add • to your pool. Can only be untapped by spending •.
- Baton of Morale** ART U •• IA
• Target creature gains banding until end of turn.
- Battering Ram** AC C •• AQ,4th,5th
Bonds while attacking. At the end of combat, any walls blocking Ram are destroyed 1/1. But who the heck plays with walls?
- Beast of Burden** AC R •• UL
Beast of Burden has power and toughness equal to the number of creatures in play. •.
- Black Lotus ART R ••••• LU
• Sacrifice: Add 3 mana of any color to your mana pool.
- Black Mana Battery** ART R •• LG,4th
Put a counter on Battery. Add • to your mana pool and an additional • for each counter you remove.
- Black Vise ART U ••••• LUR,4th

NAME KIND CR PR COST SETS

- At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.
- Blue Mana Battery** ART R •• LG,4th
• Put a counter on Battery. Add • to your mana pool and add an additional • for each counter you remove.
- Bone Flute** ART U •• DK
• Give all creatures -1/0 until end of turn.
- Bone Mask** ART R •• MG
• Prevent all damage to you from one source. For each damage prevented, remove the top card of your library from the game.
- Booby Trap** ART R •• TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Trap and it deals 10 damage to that player.
- Book of Rass** ART R •• DK,CH
• Pay 2 life: Draw a card.
- Bösium Strip** ART R •• WL
• Until end of turn if at any time the top card in your graveyard is an instant or sorcery you, may play it as though it were in your hand. If you do so, remove the card from the game.
- Bottle Gnomes** AC U •• TM
Sacrifice Bottle Gnomes: Gain 3 life 1/3.
- Bottle of Suleiman** ART R •• ANR,4th,5th,6th
• Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.
- Braided Cup** ART U •• UD
• You gain 1 life.
- Braided Sextant** ART U •• UD
• Sacrifice: Search your library for a basic land, reveal that card, and put it into your hand.
- Brass Man** AC U •• ANR,4th
• Untap Brass Man. Use only during your upkeep. 1/3.
- Brass Secretary** ART U •• UD
• Sacrifice: Draw a card. 2/1.
- Brass-Talon Chimera** ART U •• VS
First strike. Sacrifice: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.
- Bronze Horse** AC R •• LG,CH
Tramper. If you control an additional creature, X damage come to Bronze Horse by spells targeting it is reduced to 0. 4/4.
- Bronze Tablet** ART R •• AQ,4th
• Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter this effect by paying 10 life. Tablet enters play tapped.
- Bubble Matrix** ART R •• WL
All damage dealt to creatures is reduced to 0.
- Bulwark** ART U •• SH
• Do 1 damage to target creature. That creature attacks this turn if able.
- Caltrop** ART U •• UD
Whenever a creature attacks, Caltrop deals 1 damage to it.
- Candelabra of Tawnos** ART R •• AQ
• Untap X lands.
- Cerdathion** AC U •• UD
When Cerdathion is put into a graveyard from play, add three counters equal to your mana pool 3/3.
- Celestial Prism** ART U •• LUR,4th

NAME KIND CR PR COST SETS

- Add 1 mana of any color to your mana pool.
- Celestial Sword** ART R •• IA
• Target creature you control gains +3/+3 until end of turn. Bury creature at end of turn.
- Chess Ori** ART R ••••• LJ,4
• Sacrifice: Flip coin from height of one foot. If it rotates at least 360°, any cards it is touching are destroyed.
- Charcoal Diamond** ART U •• MG,6th
Comes into play tapped. Add • to your mana pool.
- Chariot of the Sun** ART R •• MG
• Target creature you control gains flying and has its toughness reduced to 1 until end of turn.
- Chimeric Sphere** ART U •• WL
• Sphere is a 2/1 artifact creature with flying. • Sphere is a 3/2 artifact creature without flying. Both last until end of turn.
- Chimeric Staff** ART R ••••• UZ
• Staff is an artifact creature with power and toughness each equal to X until end of turn.
- Citadel Flute** ART R ••••• UZ
• Search your library for a creature with total casting cost no greater than X. Reveal that card and put it into your hand.
- City in a Bottle** ART R •• AN
All Arabian Nights cards are buried. No AN cards can be played.
- Claws of Gix** ART U ••••• UZ
• Sacrifice a permanent: Gain 1 life.
- Clay Statue** AC C ••••• AQ,4th,5th
• Regenerate. 3/1.
- Clockwork Avian** AC R ••••• AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or is blocked, remove a counter. • Add X counters to Avian (maximum four). Use only during upkeep. 0/4.
- Clockwork Beast** AC R ••••• LUR,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or is blocked, remove a counter. • Add X counters to Beast (maximum seven). Use only during upkeep. 0/4.
- Clockwork Gnomes** AC C ••••• HL
• Regenerate target artifact creature. 2/2.
- Clockwork Steed** AC C ••••• HL,5th
Cannot be blocked by artifact creatures. Put four +1/+0 counters on Steed. At the end of any combat in which Steed attacks or is blocked, remove a counter. • Add X counters to Steed (max 4). 0/3.
- Clockwork Swarm** AC U ••••• HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacks or is blocked, remove a counter. • Add X counters to Swarm (max 4). 0/3.
- Coal Golem** AC U ••••• DK
• Sacrifice Golem: Add • to your mana pool. 3/3.
- Coat of Arms** ART R ••••• EX
Each creature gets +1/+1 for each other creature in play of the same type.
- Coiled Timber** AC C ••••• TM
First strike. 2/1.
- Cold Storage** ART R ••••• TM
• Put target creature you control on Cold Storage. Sacrifice Cold Storage. Put all creatures on Cold Storage into play.
- Colossus of Sardia** AC R ••••• AQ,4th,5th
Trample. Does not untap. • Untap during your upkeep. 5/8.
- Conch Horn** ART R ••••• FE
• Sacrifice: Draw 2 cards. Place a card from your hand back on top of your library.
- Conservator** ART U ••••• LUR,4th
• Prevent up to 2 damage to you.
- Copper Gnomes** AC U ••••• UZ
• Sacrifice: Choose an artifact in hand and put it into play. 1/1.
- Copper Tablet** ART U ••••• LUR
Each player takes 1 damage during his upkeep.
- Corral Helm** ART R ••••• AQ,4th,5th
• Discard a card at random. Target creature gains +2/+2 until end of turn.
- Crowscape** ART R ••••• UL
No more than two creatures can attack you each combat.
- Credit Voucher** ART U ••••• MM
• Sacrifice: Shuffle any number of cards from your hand into your library then draw that many cards.
- Crenelated Wall** AC U ••••• MM
• Target creature gets +0/+4 until end of turn. 0/4.
- Crooked Scales** ART R ••••• MM
• Crosses target creature you control and target creature opponent controls. Flip a coin. If you win, destroy opponent's creature. If you lose, destroy your creature unless you pay • to rally.
- Crown of the Ages** ART R ••••• IA,5th
• Switch target enchantment from one creature to another. Treat enchantment as if it were just cast.
- Crumbling Sanctuary** ART R ••••• MM
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.
- Crystal Chimes** ART U ••••• UZ
• Sacrifice: Return all enchantments from your graveyard to your hand.
- Crystal Ball** AC U ••••• MG
At the end of your turn Crystal Ball phases out. 3/3.
- Crystal Shard** ART R ••••• Basic
• Gain 1 life for any blue spell cast. Gain only 1 life per spell.
- Cursed Rack** ART R ••••• AQ,4th
Opponent must discard down to four cards during discard phase.
- Cursed Scroll** ART R ••••• TM
• Name a card. Opponent chooses a card at random from your hand. If he chooses the named card, Scroll deals 2 damage to target creature or player.
- Cursed Totem** ART R ••••• MG,6th
Players cannot use creature abilities requiring an activation cost.
- Cyclopean Tomb** ART R ••••• LUR
• Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.
- Damping Engine** ART R ••••• UL

MAGIC FACT There are 18 cards from *Unghed* that involve some form of dice rolling. Three require you to roll two dice.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

• ARTIFACT • BLACK • BLUE • GOLD • GREEN • RED • WHITE • LAND

ART Artifact EA Enchant Artifact EN Enchantment LAN Land SC Summon Creature
AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

NAME	KIND	CR	PR	COST	SETS
A player who controls more permanents than any other cannot play lands or artifact, creature or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.					
Dancing Scimitar	AC	R	***	●	ANR,4th,5th,6th
Flying 1/5.					
Dark Sphere	ART	U	●	●	DK
● Sacrifice: Prevent half of the damage done to you by a single source rounded down.					
Defence Grid	ART	R	***	●	UL
During each player's turn, spells played by another player cost an additional ●.					
Delir's Cone	ART	U	●	●	FE
● Sacrifice: If target creature, you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.					
Delir's Cube	ART	R	●	●	FE
● If target creature you control attacks and isn't blocked, it deals no damage; instead put a counter on Delir's Cube. Pay ● and remove a cube counter to regenerate target creature.					
Despoise Scepter	ART	R	●	●	IA
● Buy target permanent you own. No really, that's what it does.					
Diabolic Machine	AC	U	●	●	DK,4th,5th
● Regenerates 4/4.					
Diamond Kaleidoscope	ART	R	●	●	VS
● Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism: Add one mana of any color to your pool.					
Digderider	ART	R	●	●	HL
● Take a Moundr from your hand and put it directly into play.					
Dingus Egg	ART	R	●	●	Basic
Whenever a land is destroyed, its controller takes 2 damage.					
Dingus Staff	ART	U	●	●	WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.					
Disrupting Scepter	ART	R	●	●	Basic
● Opponent must discard a card. Play as a sorcery.					
Distorting Lens	ART	R	●	●	MM
● Target permanent becomes the color of your choice until end of turn.					
Dracorian Cylx	ART	R	●	●	FE
● Discard a card at random. Regenerate target creature.					
Dragon Blood	ART	R	●	●	UZ
● Put a +1/+1 counter on target creature.					
Dragon Engine	AC	R	●	●	AQ,4th,5th,6th
● Deal 1-4 damage until end of turn 1/3.					
Dragon Mask	ART	U	●	●	VS,8th
● Target creature you control gets +2/+2 until end of turn. At end of turn, return it to its owner's hand.					
Ebony Horse	ART	R	●	●	ANR,4th
● Untap one of your attacks and treat it as if it never attacked.					
Ebony Rhino	AC	C	●	●	HL
Temple 4/5.					
Echo Chamber	ART	R	●	●	TM
● Opponent chooses a creature to be blocked. Put a token onto into play and treat it as a copy of that creature, not with haste. At end of turn remove token creature from game. Play as a sorcery.					
Elixir of Vitality	ART	R	●	●	MG
Comes into play tapped. ● Sacrifice: Gain 4 life. ● Gain 8 life.					
Elkin Belt	ART	R	●	●	IA,5th
● Place the top card of your library face up in front of you. You may play that card as though it were in your hand if you do not play it by your next upkeep; remove it from the game.					
Ethin Lira	ART	R	●	●	FE
● Sacrifice: Target creature gets +2/+2 until end of turn.					
Emerald Medallion	ART	R	●	●	TM
Your green spells cost ● less to play.					
Emmett Tome	ART	R	●	●	TM
● Draw two cards then choose and discard a card.					
Endoexaltation	ART	U	●	●	UZ
You may choose not to untap Endoexaltation. ● Target creature gets +0/+3 as long as Endoexaltation remains tapped.					
Enervizer	ART	R	●	●	TM
● Put a +1/+1 counter on Enervizer 2/2.					
Ensuring Bridge	ART	R	●	●	SH
Creatures with power greater than the number of cards in your hand cannot attack.					
Erratic Portal	ART	R	●	●	EX
● Return target creature to its owner's hand unless its owner pays ●.					
Ersatz Gnomes	AC	U	●	●	TM
● Target spell or permanent is colorless until end of turn 1/1.					
Essence Bottle	ART	U	●	●	MG
● Put a counter on bottle. ● Remove all counters. Gain 2 life for each counter.					
Excavator	ART	U	●	●	TM
● Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
Extruder	ART	U	●	●	LD
Ench. Sacrifice an artifact: Put a +1/+1 counter on target creature 4/5.					
Eye of Ramos	ART	R	●	●	MM
● Add ● to your pool. Sacrifice: Add ● to your pool.					
Feldner's Cane	ART	R	●	●	AQ,Ch,5th
● Remove from game. Shuffle your graveyard into your library.					
Felwar Stone	ART	R	●	●	DK,4th,5th
● Produce 1 mana of any color that opponent's lands produce.					
Forer's Ban	ART	R	●	●	HL,5th
Summon spells cost an additional ● to cast.					
Fire Diamond	ART	U	●	●	MG,8th
Comes into play tapped. ● Add ● to your mana pool.					
Floodwater Dam	ART	R	●	●	AI
● Tap X target lands.					
Flowerstone Sculpture	ART	R	●	●	TM
● Choose and discard a card. Sculpture gains flying, first strike, trample or a +1/+1 counter permanently 4/4.					
Fluctuator	ART	R	●	●	UZ
Cycling costs you up to ● less to play.					
Flying Carpet	ART	R	●	●	ANR,4th,5th,6th
● Give target creature flying until end of turn.					
Fodder Cannon	ART	U	●	●	UD
● Sacrifice a creature: Deal 4 damage to target creature.					
Foot's Tome	ART	R	●	●	TM
● Draw a card. Use only if you have no cards in your hand.					
Fortified	ART	R	●	●	LG
● Target unblocked creature deals only 1 damage this turn.					
Fortwithought Amulet	ART	R	●	●	UL
Pay ● during upkeep or destroy Fortwithought Amulet. Prevent all					

NAME	KIND	CR	PR	COST	SETS
damage over 2 done to you by a sorcery or instant.					
Fountain of Youth	ART	U	●	●	DK,Ch,5th,6th
● Gain 1 life.					
Fyndhorn Bear	ART	U	●	●	IA
● Give target creature first strike until end of turn.					
Gauntlet of Might	ART	R	●	●	LU
All creatures gain an extra ●. All red creatures gain +1/+1.					
Gauntlet of Power	ART	R	●	●	LG,Ch,5th
● Sacrifice: Take control of an opponent's land creature or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on tapped permanents.					
Genera's Regalia	ART	R	●	●	MM
The next time a source of your choice would deal damage to you, this turn, that damage is dealt to target creature you control instead.					
Glasses of Urza	ART	U	●	●	Basic
● Look at opponent's hand. No, his cards!					
Golden Lure	ART	R	●	●	IA
● Sacrifice: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures opponent controls.					
Geleghian Sylx	ART	R	●	●	AQ
● Buy all Antiquities cards. Buy-yah!					
Grafted Skulcap	ART	R	●	●	UZ
During your draw phase draw an additional card. At the end of each of your turns discard your card.					
Grapeshot Catapult	ART	C	●	●	AQ,4th,5th
● Do 1 damage to a target flying creature 2/3.					
Green Mana Battery	ART	R	●	●	LG,4th
● Put a counter on Battery. ● Add ● to your mana pool and ● for each counter you remove as well.					
Grin Monolith	ART	R	●	●	UZ
Monolith does not untap during your untap step. ● Add three colorless mana to your mana pool. ● Untap Monolith.					
Grindstone	ART	R	●	●	TM
● Put the top two cards of target player's library into his graveyard. If both cards share at least one color, repeat this process.					
Griming Totem	ART	R	●	●	MG,8th
● Sacrifice: Search target opponent's library for a card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.					
Gruesome Scepter	ART	R	●	●	AI
If you lose control of Scepter, put all cards under it into your graveyard. ● Put any card from your hand face down under Scepter. ● Return any card under Scepter to your hand.					
Heart of Ramos	ART	R	●	●	MM
● Add ● to your pool. Sacrifice: Add ● to your pool.					
Heartstone	ART	U	●	●	SH
The cost of each creature ability requiring an activation cost is reduced by ● to a minimum of ●.					
Helm of Awakening	ART	U	●	●	VS
All spells cost ● less to play.					
Helm of Chutzk	ART	R	●	●	LUR,4th,5th
● Target creature gains bending until end of turn.					
Helm of Chivalry	ART	R	●	●	AI
● Put top card of opponent's library into his graveyard. Continue until you have flipped X cards or a creature card. If the last card flipped is a creature, bury helm and put that creature into play under your control as though it were just cast.					
Helm of Possession	ART	R	●	●	TM
You may choose not to untap Helm. ● Sacrifice a creature: Gain control of target creature as long as you control of Helm and it remains tapped.					
Hemetite Talisman	ART	U	●	●	IA
● Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.					
Huge Gargoyle	AC	U	●	●	MM
● Gains trample until end of turn 3/4.					
Hive, The	ART	R	●	●	LUR,4th,5th,6th
● Create a Giant Wasp token, a 1/1 flying artifact creature.					
Hopping Automaton	ART	U	●	●	UZ

NAME	KIND	CR	PR	COST	SETS
ture with haste. At end of turn, destroy the token.					
Horrible Horde	AC	U	●	●	MG
Rampage 1/2. Beware the angry toaster.					
Howling Mine	ART	R	●	●	Basic
During each player's draw phase, that player draws an extra card.					
Ice Cauldron	ART	R	●	●	IA
● Put a spell on Cauldron if there are no counters on it. Put X counters on Cauldron. You may cast that spell as though it were in your hand. ● Remove the counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Cauldron.					
Icy Manipulator	ART	U	●	●	LUR,4th
● Tap target land, creature, or artifact.					
Igneous Golem	AC	U	●	●	MG
● Trample until end of turn 3/4.					
Illusionary Mask	ART	R	●	●	LU
● Summon a creature face down. You may add ● to the casting to hide the creature's true cost. Once the creature does damage, taps or takes damage you must flip the creature over.					
Implement of Sacrifice	ART	R	●	●	FE
● Sacrifice to add 2 mana of any one color to your pool.					
Infinite Hourglass	ART	R	●	●	IA,5th
Put a counter on Infinite Hourglass during your upkeep. Any player may ● during any upkeep to remove a counter. All creatures gain +1/+0 for each counter on Infinite Hourglass.					
Iron Lance	ART	U	●	●	MM
● Target creature gains first strike until end of turn.					
Iron Maiden	ART	R	●	●	UL
During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his hand.					
Iron Star	ART	U	●	●	LUR,4th,5th,6th
● Gain 1 life for any red spell cast. Only gain 1 life per spell.					
Iron-Heart Chimera	AC	U	●	●	VS
Attacking does not cause Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap 2/2.					
Ivory Cup	ART	U	●	●	AQ,4th
● Gain 1 life for any white spell cast. Gain only 1 life per spell.					
Ivory Tower	ART	U	●	●	AQ,4th
At the beginning of your upkeep, gain 1 life for each card over four in your hand.					
Jabber's Banner	ART	U	●	●	WL
● Target creature gains flying until end of turn.					
Jade Monolith	ART	R	●	●	LUR,4th,5th,6th
● Redirect all damage from any creature to yourself.					
Jade Statue	ART	U	●	●	UZ
● Statue becomes a 3/5 creature. Use only during attack phase.					
Jalum Tome	ART	R	●	●	AQ,Ch,5th,6th
● Draw a card and then discard a card of your choice.					
Jendor's Ring	ART	R	●	●	ANR
● Discard a card you just draw, and draw a card.					
Jendor's Saddlebags	ART	R	●	●	ANR,4th,5th
● Untap target creature.					
Jangling Automaton	AC	C	●	●	WL
If Automaton attacks, untap all of defending player's creatures 3/2.					
Jayemond Tome	ART	R	●	●	LUR,4th,5th,6th
● Draw a card.					
Jester's Cap	ART	R	●	●	IA,5th
● Sacrifice: Look through target player's library and remove any three cards from the game.					
Jester's Mask	ART	R	●	●	ANR
Comes into play tapped. ● Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.					
Jet Medallion	ART	U	●	●	TK
Your black spells cost ● less to play.					
Jeweled Amulet	ART	U	●	●	ANR
● Place a counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a counter on Amulet. ● Remove the counter to add 1 mana of the appropriate type to your mana pool.					
Jeweled Bird	ART	R	●	●	ANR
● Sacrifice: Send all cards you have up for ante to the top of your library.					

MAGIC

The Gathering

Players Guide

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● Sacrifice: Each player sets aside his hand and draws seven cards. At end of turn, each player discards his hand and returns to his hand each card he set aside

Mercadian Atlas ART R *** MM
At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Lark ART R ** MM
● Put a counter on Lark. ● Remove X counters from Whims. Put a creature card with converted mana cost X from your hand into play.

Metallic Silver AC C ** TM
Metallic Silver counts as a silver, 1/1.

Metalworker AC R ** UD
● Reveal any number of artifact cards in your hand. Add ● to your pool for each card revealed this way 1/2.

Metrognomes ART R ** UZ
When a spell or ability one of your opponents controls causes you to discard Metrognomes, put half 1/1 artifact Gnomes tokens into play. ● Put a 1/1 artifact Gnome token into play.

Mightstone ART R *** AQ
1. Attaching creatures gain +1/+0

Millstone ART R *** AQ
● Place the top two cards from target player's library into his graveyard.

Mind Stone ART C ** WL
● Add ● to your mana pool. ● Sacrifice. Draw a card.

Mindless Automaton AC R *** EX
Comes into play with two +1/+1 counters. ● Discard a card. Put a +1/+1 counter on Automaton. Remove two +1/+1 counters from Automaton. Draw a card. 0/0.

Mirror Universe ART R **** LG
● Sacrifice. Trade life totals with opponent. Use only during your upkeep. Come into play tapped.

Misera's Cage ART R *** MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misera's Cage deals 2 damage to him.

Misera's Groundbreaker ART U ** AI
● Sacrifice. Target land becomes a 3/3 artifact creature.

Misera's Holix ART R ** UZ
● Tap X lands

Misera's War Machine AC R ** AQ4R4h
Banding. Discard a card from your hand during upkeep or War Machine becomes tapped and does 3 damage to you. 5/5

Mobile Fort AC U *** UZ
Counts as a wall. ● Gains +3/-1 until end of turn and can attack this turn as though it were not a Wall. Use once per turn. 0/5.

Mogg Cannon ART U ** TM
● Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Monkey Cage ART R *** MM
When a creature comes into play, sacrifice Cage and put into play a number of 2/2 green Ape tokens equal to that creature's converted mana cost.

Moss Diamond ART U *** MG05h
Comes into play tapped. ● Add ● to your mana pool

Max Diamond ART *** SH
When Diamond comes into play, discard a land from your hand or sacrifice Diamond. Add one mana of any color to your pool.

Max Emerald ART R **** U
● Add ● to your mana pool.

Max Jet ART R **** U
● Add ● to your mana pool.

Max Ruby ART R **** L
● Add ● to your mana pool.

Max Sapphire ART R **** L
● Add ● to your mana pool.

Mythic Compass ART U ** AL05h
● Target mana-producing land becomes a basic land type of your choice until end of turn.

Naara Talleman ART J * IA
● Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ** A
CU instead of their normal mana plains produce ● islands produce ● swamps produce ● mountains produce ● and forests produce ●

Neopolis ART U ** DK
Counts as a wall. ● Remove a creature in your graveyard from game. Put a +0/+X counter on Neopolis. X is the creature's cost. 0/1.

Nevinyrra's Disk ART R *** LUR4h,5h
● Destroy all non-land permanents. Comes into play tapped.

Neotle Castle ART R *** UZ
During each player's upkeep return to owner's hand each creature he controls with power greater than the number of cards in his hand

North Star ART R * LG
● You may cast one spell this turn using mana of any color

Novo Portcullis ART R ** B
● Redirect all damage counts to you, by one source to target creature of opponent's choice. "No vs" means "no go" in Spanish

Null Brooch ART R *** EX
● Discard your hand. Counter target noncreature spell.

Null Rod ART R *** WL
Players cannot play artifact abilities requiring an activation cost.

Obelisk of Undoing ART R ** AQ CH5h
● Return target permanent you control to its owner's hand

Obsidian Golem AC L ** LUR4h,5h
4/6. We like to call him Larry

Ornith AC U ** AQ4R4h
If Ornith goes to the graveyard from play you gain 2 life. 2/2.

Oryx Talleman ART R ** IA
● Untap a permanent. Use this ability only when a black spell

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is successfully cast and only once for each black spell cast.

Ornithopter AC U ** AQ4R4h,5h,6h
Flying. 0/2. Despite what Ten Slizewad thinks, this card sucks

Panacea ART U *** MM
● Prevent the next X damage that would be dealt to target creature or player this turn.

Patagon Golem AC U ** MG6h
● Flying until end of turn. 2/3.

Patchwork Gnomes AC U ** TM
Choose and discard a card. Regenerate Patchwork Gnomes. 2/1.

Paupers' Cage ART R ** ME
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him.

Pearl Medallion ART R ** TM
Your white spells cost ● less to play

Pentagon of the Ages ART R ** IA,5h,6h
● Prevent all damage done to you, from one source

Physixian Colossus AC R *** UZ
Does not untap during your untap step. Pay 6 life. Untap Colossus. Cannot be blocked by fewer than three creatures. 8/8

Physixian Devourer AC R * AI
If Devourer's power is seven or greater, bury it. C. Remove the top card of your library from the game to put a +X/+X counter on Devourer, where X is equal to that card's casting cost. 1/1.

Physixian Dreadnought AC R *** MG
Temple in order to cast Dreadnought you must first sacrifice any number of creatures with total power 12 or more. 12/12.

Physixian Funnies ART U ** WL
● Remove the bottom card of target player's graveyard from game. ● Sacrifice. Remove a card in any graveyard from the game and draw a card.

Physixian Grimoire ART R *** TM
● Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

Physixian Hulk AC U ** TM
5/4.

Physixian Mercader AC R ** VS
Comes into play with X +1/+1 counters on it. Mercader cannot block. Mercader cannot attack unless you pay ● for each counter on it. 0/0.

Physixian Portal ART R ** AI
● Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library

Physixian Processor ART R *** IZ
When Processor comes into play, pay any amount of life. ● Put a Mirror token into play. Treat as a black creature with power and toughness each equal to the original paid life total.

Physixian Splicer ART U *** TM
● Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

Physixian Vault ART U *** MG 6h
● Sacrifice a creature. Draw a card.

Physixian Walker AC C ** VS
0/5 Dupe. Even worse than the Ornithopter!

Physixian War Beast AC C *** 3/4
If Beast leaves play, sacrifice a land and take 1 damage. 3/4

PR Tap ART R *** AIJZ
● Sacrifice. Bury target attacking creature without flying

Placid Fish ART R ** LG
Pay ● less when casting a summon spell.

Portcullis ART R *** SH
When a creature comes into play, if there are two other creatures in play, set that creature aside. If Portcullis leaves play, put creature into play under owner's control.

Power Keg ART R ** UD
At the beginning of your upkeep, you may put a counter on Keg. ● Sacrifice. Destroy each artifact and creature with converted mana cost equal to the number of counters on Keg.

Power Matrix ART R *** TM
● Target creature gains +1/+1 and flying, first strike, and trample until end of turn.

Primal Clay AC R *** AQ4R4h,5h,6h
When cast, choose whether to make Primal Clay a 1/6 wall 3/3 ground creature or 2/2 flying creature

Puffer Extrair ART L ** MG 3/3
● Target creature you control gains +X/+X until end of turn. Destroy it at end of turn.

Puppet Strings ART U *** TM
● Put or untap target creature.

Purging Scythe ART R ** UZ
During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness. You choose which one if there is a tie

Pyramid ART R ** AN
● Prevent a land from being destroyed. ● Remove an enchantment from a land.

Quicksilver Amulet ART R *** UL
● Choose a creature card in your hand and put that creature into play

Rack, The ART U ** AQ4R4h
Do 1 damage for each card under 3 opponent has during upkeep.

Rakatta ART R ** AQ, CH
● Prevent 1 damage to any target. Rakatta returns to owner's hand at end of turn.

Razor Pen ART U ** MG
If any player has 5 or less life at the end of his turn Razor Pen deals 2 damage to him

Red Mana Battery ART R *** LG,4h
● Put a counter on Battery. ● Add ● to your mana pool and add an additional ● for each counter you remove

Reflecting Mirror ART U ** DK
● Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell

Relic Barrier ART U ** LG
● Tap target artifact

Ring of Bells ART R *** UL
● Tap target artifact, creature or land.

Ring of Immortals ART R ** LG
● Counter target interrupt or enchantment, targeting a permanent you control.

Ring of Mael ART R ** AN
● Sacrifice. Instead of drawing a card, draw a card you own

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from outside the game.

Ring of Renewal ART R ** FE
● Randomly discard a card from your hand. Draw 2 cards.

Rishadan Paradox ART R ** MM
● Sacrifice target card you control into its owner's library.

Rocket Launcher ART U ** ALUR
● Do 1 damage to any target. If used, launcher is destroyed at end of turn. Cannot be used the turn it comes into play.

Rod of Ruin ART U *** LUR4h,5h,6h
● Do 1 damage to any target.

Retrothopter AC C ** HL
Flying. ● +1/-0 until end of turn. You cannot spend more than ● this way each turn. 0/2.

Ruby Medallion ART R ** TM
Your red spells cost ● less to play.

Runed Arrow ART R ** IA
Comes into play tapped. ● Sacrifice. X creatures with power no greater than 2 are unblockable this turn.

Runeover ART C ** DK, CH
● Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runeover if target leaves play

Sand Golem AC L *** MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3

Sandals of Aethel ART R ** AN
● Give island card to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals.

Sands of Time ART R *** VS
Each player skips his untap step. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands. Sands of Time doesn't affect itself!

Sapphire Medallion ART R *** TM
Your blue spells cost ● less to play.

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Counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 0/0.

Shay's Ring ART C * VS
● Add two colorless mana to your mana pool.

Skull Catalyst ART J *** IA,5h,6h
● Sacrifice a creature. Deal 2 damage to any target.

Skull of Orm ART U *** DK
● Return an enchantment from your graveyard to your hand

Skull of Rames ART R *** MM
● Add ● to your pool. Sacrifice. Add ● to your pool.

Sky Diamond ART U *** MG 6h
Comes into play tapped. ● Add ● to your mana pool.

Skybreaker ART U ** EX
● Sacrifice. All creatures you control gain flying until end of turn

Smokesack ART R ** UZ
During your upkeep, you may put a counter on Smokesack. During each player's upkeep, that player sacrifices a permanent for each counter on Smokesack.

Snake Basket ART R *** VS,6h
● Sacrifice. Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery

Snow Fortress AC R *** UA
Counts as a wall. ● +1/+3 until end of turn. ● +0/+1 until end of turn. Do 1 damage to a non-flying attacking creature. 0/4

Sol Ball ART R *** AI
When Graal comes into play, you must choose a color, but choose wisely. ● Add one mana of that color to your pool.

Sol Ring ART J **** LUR
● Add ● to your mana pool.

Soldier Digger ART R ** AI
● Put the top card of your graveyard on the bottom of your library

Soldier Golem AC R ** IA
Does not untap during your untap step. ● During your upkeep, untap one of opponent's creatures to untap Soldier Golem. 5/3.

Soldier Sentry AC C ** AI
● Regenerate. Target opponent may draw a card. 1/1.

KILLER COMBOS

Crumbling Sanctuary
For each 1 damage that would be dealt to a player, that player receives the top card of his or her library from the game instead.

Tasqueoth's Bargain
Skip your draw step. Pay 1 life. Draw a card. He creates only one commodity.

When Crumbling Sanctuary enters play, life doesn't matter, and the game ends when a player can't draw. Make the right Bargain and you'll never have to draw unless you want to.

Soiling Tongue ART R ** TM
During your upkeep, if you have three or fewer cards in your hand, Soiling Tongue deals 1 damage to target opponent.

Scorch of the Unseen ART U * AI
● Sacrifice. Return all enchantments on target permanent you own to their owner's hand. Control

Seaweed AC U ** DK
● Prevent all damage to you from flying creatures this turn. 2/2.

Seaphase ART R ** UL
Whenever an artifact or enchantment is put into your graveyard from play, pay 1 life.

Serrol Rack ART R *** TM
● Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Serling Blade ART R *** UD
● Choose a number greater than 0 and a color. Target opponent reveals his hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

Sentinel AC R *** LG, CH
● Charge Sentinel's toughness to the toughness of target creature blocking or blocked by it. 1/1.

Serpent Generator ART R *** LG, CH,5h
Put a Snake token. A 1/1 artifact creature, into play. If a Snake damages opponent, opponent gets 1 poison counter

Serrated Arrows ART C *** HL
Put three arrow counters on Arrows when it comes into play. Remove one counter. Put a 1/1 counter on target creature.

Serrated Biskeler AC U ** WL
● Put a 1/1 counter on target creature and a -1/-1 counter on Biskeler. 2/2.

Shapenifter AC U ** AQ4h,5h
● is any number from 0 to 6. Choose ● when Shapenifter is cast and during each of your upkeeps. (7/7)

Shield of the Ages ART U ** IA
● Prevent 1 damage to you.

Shield Sphere AC U ** AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a 0/1 counter on it. 0/6.

Shifting Wall AC U ** SH
Counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 0/0.

Soldier Simulacrum AC U ** IA
CU ● ●. +1/-0 until end of turn. 2/4

Soldier Steam Beast AC C * AI
Whenever Soldier Steam Beast becomes tapped, target opponent gets two dice. ● Regenerate. 4/2

Soul Bell ART U ** LUR4h,5h,6h
● Ban 1 life when a creature is placed in the graveyard

Spellbook ART U * EX
Skip your discard phase.

Sphere of Resistance ART R *** EX
All spells cost an additional ● to play.

Spirit Shield ART R *** FE
● Target creature gains +0/+2 as long as Shield remains tapped. You may leave Shield tapped

Squeeze's Toy ART R *** TM
● Prevent 1 damage to any creature. Get it? Squeeze Toy? Ugh

Staff of the Ages ART R ** AQ
Creatures with landwalk ability may be blocked as normal.

Staff of Zagan ART U * AI
● Target creature gets -2/-0 until end of turn.

Standing Stones ART U * DK
● Pay 1 life to add 1 mana of any color to your pool.

Static Orb ART R *** TM
Players can only untap two permanents during their untap step.

Steel Golem AC U ** WL
Your spells cost ● less. Casting costs cannot go below 0

Stone Calendar ART R *** DK
Your spells cost ● less. Casting costs cannot go below 0

Storage Matrix ART U ** UD
As long as Matrix is untapped, instead of each player untapping the permanents he controls during the untap step, that player chooses artifacts, creatures, or lands and untaps all his permanents of the chosen type.

Storm Cauldron ART R *** AI,6h
During each player's turn, that player may put one additional and into play. Whenever a land is tapped for mana, return it to its owner's hand.

Straw Golem AC U ** WL
If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (puff) Straw Golem down. 2/3

Su-Chi AC U ** AI
When Su-Chi goes to the graveyard add ● to your pool. 4/4.

MAGIC FACT The mage from Unglued's Crazy Kow also appears in the picture for Squirrel Farm.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment LAN Land
AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land
CR Current Rarity EL Enchant Land INS Instant MS Mana Source SC Summon Creature
SL Summon Legend SOR Sorcery

NAME	KIND	CR	PR	COST	SETS
Simples of Woe	ART	R	••	••	LJ,R 4th
White mians in your pool can be used as white or red mana.					
Skeleton	ART	U	••	••	IA
Sacrifice a snow-covered land. All creatures deal 0 damage this turn.					
Sword of the Ages	ART	R	••••	••	LG
Comes into play tapped. Remove Sword and any number of creatures you control from the game. Deal damage to one target equal to the sacrificed creature's combined power.					
Sword of the Chosen	ART	R	••	••	SH
Target legend gets +2/+2 until end of turn.					
Talis of Elysia	ART	C	•	••	AQ
Gain 1 life when an artifact is played in the graveyard.					
Talis of Elysia	ART	R	••	••	AQ
Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.					
Tombstone	ART	U	•••	••	AQ 4th
Target creature with power no greater than 2 may not be blocked until end of turn.					
Tombstone	ART	U	•••	••	AQ 4th 5th
Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry.					
Tortoise	AC	R	•••	••	MG
Flying. Trample. Rampage. A Counts as a Dragon. 5/5.					
Tortoise	ART	R	••	••	VS 6th
During each player's draw step, that player counts the cards in his hand, puts those cards on the bottom of his library, and then draws that number of cards.					
Trojan Horse	AC	U	••	••	TM
Tap a creature you control. Trojans get creatures flying until end of turn 3/1.					
Trojan Horse	ART	U	••	••	MG
Deal 1 damage to target player.					
Trojan Horse	ART	R	••	••	UZ
Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its cost.					
Trojan Horse	AC	R	••	••	AQ 4th
Flying. Gains three +1/+1 counters when cast. Move a counter on or off Trojans. The counters are 1/1 flying artifact creatures that cannot be enchanted. Use only during upkeep. 1/1.					
Trojan Horse	ART	R	••	••	EX
Flying. Comes into play with 3 +1/+1 counters. Remove a counter 1/1 flying artifact creature. Trojans lose into play Play as a sorcery. Sacrifice a Trojans. Put a +1/+1 counter on Squadron. Play as a sorcery. D/O.					
Trojan Horse	ART	U	••	••	UD
Add to your mana pool.					
Trojan Horse	ART	U	••	••	UD
Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.					
Trojan Horse	ART	U	••	••	UD
Remove from game. Target player shuffles his graveyard into his library.					
Trojan Horse	AC	R	•••	••	UD
As long as Trojans Golem is enchanted, it gets +2/+2 and gains flying, first strike and trample. 3/3.					
Trojan Horse	ART	R	••	••	UL
All permanents are colorless.					
Trojan Horse	ART	R	••	••	WL
Reveal the top 3 cards of your library to target opponent. Burn one of those cards of opponent's choice. Draw the rest.					
Trojan Horse	ART	U	••	••	UZ
During your upkeep you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.					
Trojan Horse	UL	••	••	••	UL
Echo: Then War Machine attacks each turn it able. 4/5.					
Trojan Horse	ART	U	••	••	UL
Echo: You may choose not to untap Weaponry. All creatures get +2/+2 as long as Weaponry remains tapped.					
Trojan Horse	ART	U	••	••	UL
Gain 1 life when a black spell is cast. Use once per spell.					
Thornbees	ART	R	••	••	TM
During your upkeep if you have five or more cards in your hand, Thornbees deal 1 damage to target opponent.					
Thornbees	AC	U	••	••	UL
Echo: Sacrifice Deal 1 damage to target creature or player. 3/3.					
Thornbees	ART	R	••	••	IA 5th
Put a counter on Bomb during your upkeep. Sacrifice: Do X damage to each creature and player where X is the number of counters on Time Bomb.					
Time Vault	ART	R	••	••	LU
Take an extra turn. Comes into play tapped and may only be untapped if controller forfeits a turn.					
Time-Wing Chimera	AC	U	••	••	VS
Flying. Sacrifice Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.					
Tooth of Hades	ART	R	••	••	UL
Add to your pool. Sacrifice: Add to your pool.					
Tombstone	ART	R	••	••	DK, CH
Sacrifice: Remove all cards in target player's graveyard from the game.					
Tortoise	ART	R	••	••	TM
During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. Remove all counters from Chamber. Chamber deals 1 damage to each counter on it to target creature.					
Touchee	ART	U	••	••	WL
Tap target artifact you do not control.					
Tower of Elysia	ART	U	••	••	DK
Place target creature unblockable by walls until end of turn.					
Touchee	ART	U	••	••	MM
Discard a card from your hand. Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.					
Transmogrifying Lizard	AC	U	••	••	EX
Counts as a Lizard. Lizard becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay to end this effect. 2/2.					
Triangle of War	ART	R	••	••	VS
Sacrifice: Choose a creature you control and a creature in opponent's controls. Each creature deals damage equal to its power to the other.					
Triangle of War	ART	R	••	••	LG, CH
Put a counter on Egg. If there are two counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.					
Triangle of War	AC	R	••	••	AQ 4th
Put three +1/+1 counters on Talskion when it comes into play. Remove a counter to deal 1 damage to any target. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Unholy	ART	R	••	••	UZ
During each player's upkeep, that player pays 2 life or returns a permanent he controls to owner's hand.					
Unholy	ART	U	••	••	MG
Tap an untapped creature you control. Sing deals the creature's power in damage to target attacking or blocking creature with flying.					
Unholy	ART	U	••	••	UZ
Whenever a source deals damage to you, that damage is reduced by 1.					
Unholy	AC	R	•••	••	AQ 4th 5th
Avenger gets 1/-1 and gains either flying or trample. First strike or trample until end of turn 4/4.					
Unholy	ART	U	••	••	IA 5th
Sacrifice: Look at a random card from opponent's hand. Control.					
Unholy	ART	R	•••	••	UL
Echo: Draw a card.					
Unholy	ART	C	••	••	AQ
Gain 1 life for any artifact cast. Gain only 1 life per artifact.					
Unholy	AC	R	••	••	AI
Trample. Battering. Until end of turn. All creatures batted with Juggernaut's engine gain trample until end of turn 1/5.					
Unholy	ART	R	••	••	UD
When Juggernaut comes into play, choose a creature type. Creature spells of the chosen type cost less to play.					
Unholy	ART	R	••	••	AQ
Draw a card when one of your artifacts goes to the graveyard.					
Unholy	ART	R	••	••	MG
Put X counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your pool.					
Unholy	ART	R	••	••	IA
Flying. Target player names a card and turns over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.					
Unholy	ART	R	••	••	IA
During your turn, all your creatures gain +2/+0. During all other turns, a 1/1 creature gets -0/-2.					
Unholy	ART	R	••	••	SH
Choose a color and a creature type. Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.					
Unholy	ART	U	••	••	UZ
Untap target artifact.					
Unholy	ART	U	••	••	LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and X destroyed. X is the number of counters on Doll. Do X damage to one target.					
Unholy	AC	U	••	••	IA
Gains wall. Eve Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/5.					
Unholy	ART	R	••	••	UL
When Wall returns to owner's hand at end of combat, 0/7.					
Unholy	AC	U	••	••	IA
Counts as wall. Battering. 0/4.					
Unholy	ART	R	••	••	AQ 4th 5th
First strike. Counts as a wall. 2/3.					
Unholy	ART	R	••	••	VS 6th
Look at the top card of target player's library. If that card is a nonland, you may pay 2 life to put it into that player's graveyard.					
Unholy	ART	U	••	••	DK
Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.					
Unholy	ART	U	••	••	DK
Give target creature islandwalk until end of turn. Bury target.					
Unholy	ART	U	••	••	IA
Give target creature trample until end of turn.					

STUMPERS

During my turn, I cast **Abeysance** on my opponent. After that resolves, he wants to play **Buoyancy** on one of his creatures. Is this legal?

Yes. Just because **Buoyancy** is being played at an unusual time doesn't mean that it is an instant spell. Since it's just an enchantment, it is perfectly legal to play under **Abeysance**.

Watching	AC	U	••	••	TM
Books if able. If Watchdog is untapped all creatures attacking you get -1/-1. 1/2.					
Watching	ART	U	••	••	AQ
At attacking creatures get -1/-0.					
Watching	ART	R	••	••	WL
Any player may use this ability as many times as they choose.					
Watching	ART	J	••	••	IA
Give one of your creatures with power 3 or less flying until end of turn.					
Watching	ART	R	••	••	UL
During each of your opponent's upkeeps, Wheel deals 1 damage to that player for each card fewer than three in his hand.					
Watching	ART	R	••	••	UZ
Each player puts the top 2 cards of his library into his graveyard.					
Watching	ART	R	••	••	AI
Remove the top two cards of your library from the game to have					

NAME	KIND	CR	PR	COST	SETS
White Mian Battery	ART	R	••	••	LG 4th
Put a counter on White Mian Battery. Add to your pool and add an additional for each counter you remove.					
White Mian	ART	R	••	••	LJ,R 4th 5th
White player may only untap one land during his untap step.					
White Mian	AC	U	••	••	UZ
Weir cannot attack or block if an enchantment is in play. 4/3.					
White Mian	ART	C	••	••	LL,R 4th 5th 6th
Gain 1 life when any green spell is cast. Use once per spell.					
White Mian	AC	R	••	••	EX
Comes into play with four +1/+1 counters. Remove a counter. Add one colorless mana to your mana pool. D/O.					
White Mian	ART	J	••	••	UZ
Comes into play tapped. Add to your pool.					
White Mian	ART	R	••	••	MM
At the beginning of each player's upkeep, that player puts the top card of his library into his graveyard.					
White Mian	ART	R	••	••	WL
Join end of turn. Status is an 8/8 trampling artifact creature.					
White Mian	AC	C	••	••	AQ 4th
Yolien Soldier does not tap when attacking. 1/4.					
White Mian	ART	R	••	••	FE
Target creature gains +2/+0 as long as Sword is tapped. You may leave Sword tapped during your untap step.					
White Mian	ART	U	••	••	IA
Sacrifices a land. Gain 2 life.					

BLACK					
Abandon Hope	SOR	U	••	••	TM
Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.					
Abandonment	SC	U	••	••	LG 4th
Green or white creatures blocking or blocked by Abandonment are destroyed after combat. 2/6.					
Abyssal Horror	EW	R	••	••	LG
Each player must bury a non-artifact creature he controls during his upkeep.					
Abyssal Gatekeeper	SC	C	••	••	WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.					
Abyssal Horror	SC	R	••	••	JZ
Flying. When Horror comes into play, target player discards two cards. 2/2.					
Abyssal Hunter	SC	R	••	••	MG 6th
Tap target creature. Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.					
Abyssal Specter	SC	U	••	••	IA 5th 6th
Flying. Opponent damaged by Specter must discard a card. 2/3.					
Agonizing Memories	SOR	U	••	••	WL 6th
Look at target player's hand. Choose two of those cards and put them into his or her library in any order.					
Aki Djinn	SC	R	••	••	VS
Toughness. During your upkeep, each opponent puts a +1/-1 counter on each creature he or she controls. 5/6.					
All Hallow's Eve	EW	R	••	••	LG
Put 2 counters on Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all counters from their graveyards and puts them directly into play.					
Alley Grifters	SC	C	••	••	MM
Whenever Grifters becomes blocked defending player discards a card from his hand. 2/2.					
Animate Dead	EW	U	••	••	LR 4th 5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is cursed.					
Apprentice Necromancer	SC	R	••	••	UD
Sacrifice. Return target creature card from your graveyard to play. It gains haste. At end of turn sacrifice. 1/1.					
Armer Thrull	SC	C	••	••	FE

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	PR	COST	SETS
Canibalize	SOR	C	---	●●	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carve of Souls	EN	R	---	●●	UD
When a creature comes into play, you lose 1 life and add ●● to your mana pool.					
Carnophage	SC	C	---	●●	EX
During your upkeep pay 1 life or tap Carnophage. 2/2.					
Carion	INS	S	---	●●	MG
Sacrifice a creature: Put into play a number of 0/1 black Mogg tokens equal to the sacrificed creature's power.					
Carion Ants	SC	U	---	●●	LG,4th,5th
●● +1/+1 until end of turn. 0/1.					
Carion Beetles	SC	C	---	●●	UZ
●● Remove from the game up to three cards in one graveyard. 1/1.					
Carionette	SC	R	---	●●	TM
●● Remove Carionette and target creature from the game. That creature's controller may pay 1 to counter this ability. Use only if Carionette is in your graveyard. 1/1.					
Casting of Bones	SC	U	---	●●	AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.					
Cart Burgle	SC	C	---	●●	EX
●● Target player discards a card. Play as a sorcery. 2/2.					
Catapult Dragon	SC	R	---	●●	MG
Flying. When Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.					
Catapult Brute	SC	C	---	●●	MM
●● Search your library for a Mercenary with converted cost 2 or less and put that card into play. 2/2.					
Catapult Enforcer	SC	U	---	●●	MM
●● Cannot be blocked except by artifact and black creatures. ●● Search your library for a Mercenary with converted cost 4 or less and put that card into play. 4/3.					
Catapult Kidnapper	SC	U	---	●●	MM
●● Search your library for a Mercenary with converted cost 3 or less and put that card into play. 4/2.					
Catapult Overlord	SC	R	---	●●	MM
Sacrifice a creature: Regenerate Overlord. ●● Search your library for a Mercenary with converted cost 6 or less and put that card into play. 7/5.					
Catapult Ravager	SC	C	---	●●	MM
●● Search your library for a Mercenary with converted cost 1 or less and put that card into play. 2/1.					
Catapult Slayer	SC	R	---	●●	MM
Swampwalk. ●● Search your library for a Mercenary with converted cost 5 or less and put that card into play. 5/5.					
Catapult Summons	SOR	U	---	●●	MM
Search your library for a Mercenary, reveal that card, and put it into your hand.					
Cemetery Gate	SC	C	---	●●	HL
Protection from black. 0/5.					
Chains of Mephisklephesis	EN	R	---	●●	LG
Except for the first card drawn in his draw step, every player must discard a card before drawing. A player with no cards must discard the card he draws.					
Chime of Night	EC	C	---	●●	UD
When Chime is put into graveyard from play, destroy target nonblack creature.					
Choking Sands	SOR	C	---	●●	MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.					
Circling Vultures	SC	U	---	●●	WL
Flying. During upkeep, remove the top creature in your graveyard from the game or bury Vultures. You may discard Vultures from your hand as an instant. 3/2.					
Cleat of Confusion	EC	C	---	●●	IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Cloak Silver	SC	C	---	●●	TM
Each Silver gains ●●: Regenerate this creature. 1/1.					
Coercion	SOR	C	---	●●	VS,TM,5th
Look at target opponent's hand and discard a card of your choice.					
Coffin Queen	SC	R	---	●●	TM
You may leave Queen tapped. ●● Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.					
Coils of the Medusa	EC	C	---	●●	WL
Enchanted creature gets +1/-1. Sacrifice Coils: Destroy all non-walk creatures blocking enchanted creature.					
Commander Bae-Yac	SL	R	---	●●	TM
When Bae-Yac comes into play, sacrifice a creature. Cannot be blocked except by artifact creatures and black creatures. 7/5.					
Conspiracy	EN	R	---	●●	MM
As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.					
Contagion	INS	U	---	●●	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two 2/-1 counters on any numbers of creatures.					
Contamination	EN	R	---	●●	UZ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ●● instead of its normal type and amount.					
Contract from Below	SOR	R	---	●●	LG,4th
Discard your hand. Draw an additional ante card plus 7 cards.					
Corpsa Deceit	INS	R	---	●●	TM
Byback. ●● Put the top creature from your graveyard into play. Creature has been healed this turn and is removed from the game at end of turn.					
Corrupt	SOR	C	---	●●	UZ

NAME	KIND	CR	PR	COST	SETS
Corrupt Caves	SC	C	---	●●	MM
Corrupt Caves deal 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
Corrupt Official	SC	R	---	●●	MM
●● Regenerate Official. Whenever Official becomes blocked, defending player discards a card at random from his hand. 3/1.					
Corrupting Lich	SC	U	---	●●	SH
●● Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures." Move Lich onto target creature. You may pay ●● to end this effect. 2/2.					
Cosmic Horror	SC	R	---	●●	LG,4th
First strike. Pay ●● during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.					
Crazed Skirge	SC	U	---	●●	UZ
Flying; haste. 2/2.					
Crowx the Curse	SL	R	---	●●	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crowx, or remove a +1/+1 counter from Crowx. ●● Crowx gains flying until end of turn. 0/0.					
Crypt Cobra	SC	U	---	●●	MG
If it's not blocked, defending player gets a poison counter. 3/3.					
Crypt Rats	SC	C	---	●●	VS
●● Deal X damage to each creature and player. Spend only black mana in this way. 1/1. Spirit Link Spirit Link Spirit Link Spirit Link Spirit Link.					
Culling the Weak	INS	C	---	●●	EX
Sacrifice a creature: Add ●●●●● to your mana pool.					
Cumberly Witches	SC	C	---	●●	ANCH
Each player loses 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	U	---	●●	DK
Controller of target artifact must bury it during upkeep or lose 2 life.					
Curse Flash	EC	C	---	●●	EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	---	●●	LG,4th,5th
Do 1 damage to controller of target land during his upkeep.					
Cyclopean Mummy	SC	C	---	●●	LG,4th
Remove Mummy from the game if it goes to graveyard. 2/1.					
Dance of the Dead	EC	U	---	●●	IA
Bring a creature from any graveyard into play on your side tapped and with +1/-1. Creature does not untap as normal. You must pay ●●.					
Dark Banishing	INS	C	---	●●	IA,MG,TM
Bury target non-black creature.					
Dark Hatching	SC	R	---	●●	UZ
Flying. When Hatching comes into play, bury target nonblack creature. 3/3.					

KILLER COMBOS

Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Granted was the Mercenaries' soldiers' greatest honor: they followed him blindly. When he left, they stumbled around blindly.

Stuck in a creature stall? Play Cowardice and then use Elvish Herder to give trample to your opponent's creatures. They'll be so confused that they'll rush back to his hand.

Dark Privilege	EC	C	---	●●	VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.					
Dark Ritual	INS	C	---	●●	1-10,ANCH,ANCH,ANCH
Add ●●●●● to your pool.					
Darkst Hour	EN	R	---	●●	UZ
All creatures are black.					
Darkling Stalker	SC	C	---	●●	TM
●● Regenerate Stalker. ●● +1/+1 until end of turn. 1/1.					
Darkness	INS	C	---	●●	LG
Creatures attack and block as normal but deal no damage.					
Darkpact	SOR	R	---	●●	LG,4th
Switch the top card of your library with one of the cards up for ante.					
Dauthi Cathart	SC	U	---	●●	EA
Shadow. ●● Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	---	●●	TM
●● Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	---	●●	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	R	---	●●	TM
Shadow. Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	---	●●	EX
Shadow. ●● Sacrifice: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	---	●●	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	---	●●	TM
Shadow. ●● Mercenary gets +1/+1 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	---	●●	TM
Shadow. Sacrifice: Defending player discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					

NAME	KIND	CR	PR	COST	SETS
Dauthi Slayer	SC	C	---	●●	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	---	●●	SH
●● Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	---	●●	EX
Shadow. Has power equal to the number of creatures with shadow in play. 1/1.					
Deathgazer	SC	U	---	●●	TM
Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. 2/2.					
Death Pits of Rath	EN	R	---	●●	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	---	●●	SH
Destroy target tapped creature.					
Death Watch	EC	C	---	●●	VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.					
Death's Duet	SOR	C	---	●●	EX
Return two target creatures from your graveyard to your hand.					
Deathgrip	EN	U	---	●●	LG,4th,5th
●● Counter a green spell.					
Deathlace	INS	R	---	●●	LG,4th
Change the color of one card being played or in play to black.					
Deepwood Ghoul	SC	C	---	●●	MM
Pay 1 life: Regenerate Ghoul. 2/1.					
Deepwood Legata	SC	U	---	●●	MM
If an opponent controls a forest and you control a swamp, you may play Legata for free. ●● +1/+1 until end of turn.					
Delirious	SC	R	---	●●	MM
Trample. You may sacrifice three black creatures instead of paying Delirious's mana cost. 6/6.					
-Demonic Altarney	SOR	R	---	●●	LG,4th
Unless opponent concedes game, both players draw an extra ante card.					
Demonic Consoilation	INS	U	---	●●	IA
Name a card and remove the top 6 cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Demonic Harides	SC	R	---	●●	LG,4th
●● Destroy target and. Pay ●● during upkeep or Harides becomes tapped and your opponent chooses a land of yours to be destroyed. 5/5.					
Demonic Torment	EC	U	---	●●	LG
Target creature deals no combat damage and may not attack.					
-Demonic Tutor	SOR	U	---	●●	LG,4th
Choose one card from your library and add it to your hand.					

NAME	KIND	CR	PR	COST	SETS
Byback	SC	R	---	●●	TM
Return target creature from your graveyard to your hand.					
-Doomsday	SOR	R	---	●●	WL,5th
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Drain Life	SOR	C	---	●●	LG,4th,5th
Do 1 damage to target for each ●● spent above the casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	---	●●	TM,5th
All white creatures get -1/-1.					
Dread Specter	SC	U	---	●●	MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.					
Dread Wight	SC	R	---	●●	IA
At the end of combat, put a counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralysis counter, it does not untap during untap. The creature's controller may pay ●● to remove a counter at any time. 3/4.					
Dregs of Sorrow	SOR	R	---	●●	TM
Destroy X target nonblack creatures. Draw X cards.					
Drift of the Dead	SC	U	---	●●	IA
Counts as a number of Swift-covers and toughness each equal to the number of drawn-cards lands you control. 1/1.					
Drudge Skeletons	SC	C	---	●●	Basic
●● Regenerates. 1/1.					
Drudge Spell	EN	U	---	●●	HL
●● Remove 2 creatures from graveyard from the game. Bring Skeleton tokens into play. Skeleton is a black 1/1 creature with no abilities. All skeleton tokens are created if Drudge Spell leaves play.					
Dry Spell	SOR	C	---	●●	H,5th
Dry Spell deals 1 damage to each creature and player.					
Dungeon Shade	SC	C	---	●●	SH
Flying. ●● Dungeon Shade gets +1/+1 until end of turn. 1/1.					
Duress	SOR	C	---	●●	UJ
Look at target opponent's hand and discard a noncreature, nonland card there.					
Dying Wolf	EC	C	---	●●	UD
When enchanted creature is put into a graveyard from play, target player chooses and discards two cards from his hand.					
Dyspnea	EN	R	---	●●	UJ
CA: One life. During each player's upkeep, if that player controls a green or white permanent, he sacrifices a green or white permanent.					
Eastern Paladin	SC	R	---	●●	UJ
●● Destroy target green creature. 3/3.					
Eater of the Dead	SC	U	---	●●	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4. Min/max. Deal.					
Ebon Praetor	SC	R	---	●●	FE
Threat. Each strike. Put a 2/-2 counter on Ebon Praetor during combat. If a creature is dealt damage during combat, remove a 2/-2 counter, adding a +1/+0 counter if a Thrall was sacrificed. 5/5.					
Ebony Charm	INS	C	---	●●	MG
Choose one-Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard or target creature can only be blocked by artifact or black creature these turn.					
El-Hajjaj	SC	R	---	●●	AKR,4th
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.					
Emnarch	SOR	U	---	●●	TM
Look at target player's hand and choose a nonbasic land card from there. That player discards that card.					
Endless Sorrow	EC	C	---	●●	LM
Enchanted creature gets +1/+0.					
Enfeeblement	EC	C	---	●●	MG,TM,5th
Enchanted creature gets -2/-2.					
Engineered Plague	EN	U	---	●●	UL
When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.					
Enslaved Horror	SC	U	---	●●	MM
When Horror comes into play, each other player may remove a creature card from his graveyard to play. 4/4.					
Entropic Specter	SC	R	---	●●	EX
Flying. Specter has power and toughness each equal to the number of cards in target opponent's hand. If Specter damages any player, that player chooses and discards a card. 1/1.					
Eradicate	SOR	U	---	●●	TM
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of the card and remove them from the game.					
Erg Raiders	SC	R	---	●●	ANR,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.					
Evil Eyes of Dims-By-Sore	SC	C	---	●●	LS,5th
Your creatures may not attack, except for Evil Eyes. May only be blocked by walls. 3/5.					
Evil Presence	EL	U	---	●●	LUR,4th,5th
Target land is now a basic swamp.					
Evincar's Justice	SC	R	---	●●	TM
Byback. ●● Deals 2 damage to each creature and player.					
Evissorator	SC	R	---	●●	UJ
Protection from white. When Evissorator comes into play, lose 1 life. 5/5.					
Exhume	SOR	C	---	●●	UJ
Each player chooses a creature in his graveyard and puts it into play.					
Expunge	INS	C	---	●●	UJ
Bury target nonblack creature. Cycling. ●●					
Extinction	SOR	C	---	●●	TM
Destroy all creatures of any creature type of your choice.					
Exhortion	SOR	U	---	●●	MM
Look at target player's hand and choose up to two cards from it. That player discards those cards.					
Fallen, The	SC	R	---	●●	DK,SH
During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.					
Fallen Angel	SC	R	---	●●	LG,SH,5th
Sacrifice a creature. Angel gets +2/+1 until end of turn. 3/3.					
Fallen Ashtar	SC	C	---	●●	VS
Sacrifice a creature. Fallen Ashtar comes back. 2/2.					
Fatal Blow	INS	C	---	●●	WL,5th
Bury target creature that was damaged this turn.					
Fatal Reel	SOR	R	---	●●	AL
Target opponent chooses. You draw 3 cards or, you choose and bury up to 2 creatures that opponent controls and he draws 3 to 3 cards.					
Fear	EC	C	---	●●	Basic

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Only black or artifact creatures may block target creature.				
Feet of the Unicorn	EC	C	***	HL, 6th
Target creature gets +1/+1.				
Feast of Famine	INS	U	***	AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.				
Forest Shadow	SC	C	***	MG, 6th
Flying, 2/1.				
Festering Eye	EN	U	***	WL
During your upkeep, Festering Eye deals 1 damage to each creature and player. Sacrifice: Deal 3 damage to each creature and player.				
Festering Wound	EG	U	***	UD
At the beginning of your upkeep, you may put a counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Wound deals X damage to that player, where X is the number of counters on it.				
Fetid Horror	SC	C	***	MG
+1/+1 until end of turn, 1/2.				
Fevered Convulsions	EN	R	***	TM
+1/+1 until end of turn, 1/2.				
Fevered Strength	INS	C	***	AI
Enchanted creature gets +2/+2.				
Fighting Djinn	SC	C	***	WL
Flying. During your upkeep, Djinn deals 1 damage to you, 2/2.				
Flesh Reaver	SC	U	***	UZ
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you, 4/4.				
Flow of Maggots	SC	R	***	IA
CU: May not be blocked by non-wall creatures, 2/2.				
Fog of Gnats	SC	C	***	UL
Flying. Regenerate Fog of Gnats, 1/1.				
Forbidden Crypt	EN	R	***	MG, 6th
For each card you would draw, instead choose a card in your graveyard. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.				
Forbidden Ritual	SOR	R	***	VS
Sacrifice a card in play. Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.				
Forced March	SOR	R	***	MM
Destroy all creatures with converted cost X or less.				
Forsaken Wastes	EW	R	***	MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 1 life.				
Foul Familiar	SC	C	***	IA
May not block. Pay 1 life to return Familiar to your hand, 3/1.				
Foul Imp	SC	C	***	SH
Flying. When Foul Imp comes into play, lose 2 life, 2/2.				
Frankenstein's Monster	SC	R	***	DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed, give Monster a permanent +2/+0, +1/+1, or +0/+2, 0/1.				
Frozen Shade	SC	C	***	LR, 4th, 5th
+1/+1 until end of turn, 0/1.				
Fugue	SC	C	***	EX
Target player chooses and discards three cards.				
Funeral Charm	INS	C	***	VS
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.				
Funeral March	EC	C	***	HL, 5th
When target creature leaves play, that creature's controller must sacrifice a creature.				
Gallowbraid	SL	R	***	WL
CU: Pay 1 life. Trample, 5/5.				
Gargantuan Zombie	SC	C	***	IA
Sacrifice to deal damage to each creature and player. Zombies deal 2 damage if you control any snow-covered swamps, 2/2.				
Gate to Phyrexia	EN	U	***	AQ
Sacrifice a creature. Destroy target artifact. Use only during .				
Gaze of Pain	SOR	C	***	IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player if you do so. It instead deals damage equal to its power to any target creature.				
Ghost Hounds	SC	U	***	HL
Does not tap when attacking. Gains first strike if blocking or blocked by white creatures, 1/1.				
Ghosts of the Damned	SC	C	***	LG
Target creature gets -1/-1 until end of turn, 0/2.				
Ghou's Feast	INS	U	***	MM
Target creature gains +X/+0 until end of turn, where X is the number of creature cards in your graveyard.				
Giant Cockroach	SC	C	***	UL
4/2.				
Giant Slug	SC	C	***	LG, CH
Gains landwalk ability of your choice on your next turn, 1/1.				
Gloom	EN	U	***	LR, 4th, 5th
White spells and enchantments now require an extra .				
Glyph of Doom	INS	U	***	LG
Creatures blocked by target wall are destroyed after combat.				
Grandmother Sengir	SL	R	***	HL
Target creature gets -1/-1 until end of turn, 3/3.				
Grave Pact	EN	R	***	SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.				
Grave Robbers	SC	C	***	DK
Remove an artifact in any graveyard from game. Sain 2 life, 1/1.				
Grave Servitude	EC	C	***	MG
You may choose to play Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+1 and is black.				
Graveborn Zombie	SC	U	***	MG, 5th
If Zombie is put into graveyard from play, put it on top of owner's library, 3/2.				
Gravelind	INS	R	***	IA
Target creature may not regenerate this turn, Cantrip.				
Gravedigger	SC	C	***	TM, 6th
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand, 2/2.				
Grazer Werewolf	SC	C	***	HL, 5th
After combat, put a -0/-2 counter on all creatures that blocked Werewolf, 2/4.				
Bread	EN	R	***	LG, 4th, 5th
Pay 2 life. Draw a card.				
Gratuitous	SC	C	***	EX
For each 1 damage dealt to Gravitous, each opponent gets 1 life, 3/3.				
Guardian Beast	SC	R	***	AN
If untapped prevents the stealing, destruction, or enchantment of				

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your non-creature artifacts, 2/4. Makes a good cost hanger too.				
Harbinger of Night	SC	R	***	MG
During your upkeep, put a -1/-1 counter on each creature, 2/3.				
Hasran Ogress	SC	C	***	AN, CH
Pay when Hasran Ogress attacks or loss 2 life, 3/2.				
Hatred	INS	R	***	EX
Pay X life: Target creature gets +X/+0 until end of turn.				
Haunted Crossroads	EN	U	***	MM
Put target creature from your graveyard on top of your library.				
Haunting Misery	SOR	C	***	WL
Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.				
Haunting Wind	EN	U	***	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.				
Headless Horseman	SC	C	***	LG
2/2.				
Headstone	INS	C	***	HL
Remove target card in any graveyard from the game, Cantrip.				
Heathcliff	EN	R	***	IA, 5th, 6th

STUMPERS

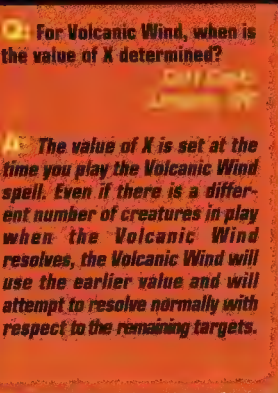


Sacrifice four creatures when Heathcliff comes into play. Tap a swamp you control. Heathcliff deals 1 damage to any target.				
Hell Swarm	INS	C	***	LG
All except get -1/-0 until end of turn.				
Hell's Cartel	SC	R	***	LG, CH
Sacrifice a creature: Put a creature in your graveyard into play, 1/1.				
Hellfire	SOR	R	***	LG
Destroy all non-black creatures. Hellfire deals X+3 damage to you, where X is the number of creatures placed in the graveyard.				
Hidden Horror	SC	U	***	WL, 6th
When Horror comes into play, discard a creature or bury Horror, 4/4.				
Highway Robber	SC	C	***	MM
When Robber comes into play, you gain 2 life and target opponent loses 2 life, 2/2.				
Hollow Dogs	SC	C	***	IA
Whenever Dogs attacks, it gets +2/+0 until end of turn, 3/3.				
Horror of Horrors	EN	U	***	LG
Sacrifice a swamp. Regenerate target black creature.				
Howl from Beyond	INS	C	***	Beetle, IA
Target creature gains +X/+0 until end of turn.				
Hydrophobic Lamour	SC	U	***	IA
Gains flying and -1/-0 until end of turn, 4/3.				
Hyun to Tourist	SOR	C	***	FE
Target player randomly discards two cards from his hand.				
Hypnotic Specter	SC	U	***	LR, 4th
Flying. Any player damaged by Specter must discard a card at random, 2/2.				
Isoquake	SOR	U	***	IA
Target target land. If snow-covered, its controller takes 1 damage.				
Ishan's Shade	SL	U	***	HL
Protection from white, 5/5.				
It-Gotten Gains	SOR	R	***	UZ
Remove It-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his graveyard into his hand.				
Implosion	EC	R	***	LG
Prevent target creature from attacking, blocking, or tapping. Implosion is destroyed if mana is not paid.				
Imp's Taunt	INS	U	***	TM
Target creature attacks this turn if able.				
Informal Contract	SOR	R	***	MG, 6th
Pay half your life, rounded up: Draw four cards.				
Informal Darkness	EN	R	***	HL
CU: Deal 1 life. All mana-producing lands produce instead of their normal mana.				
Informal Denial	SC	R	***	IA
During upkeep, you must sacrifice two swamps or Denial is tapped and target opponent may gain control of a creature you control of his choice. Sain control of target creature, 5/7.				
Informal Harvest	SOR	C	***	VS
Return X swamps you control to your hand: Harvest deals 1 damage, divided any way among any number of target creatures.				
Informal Medusa	SC	U	***	LG
Destroy all non-wall creatures blocking or blocked by Medusa, 2/4.				
Informal Tribute	EN	R	***	WL
Sacrifice a card: Draw a card.				
Initiates of the Ebon Hand	SC	C	***	FE, 5th
Add to your mana pool. Buy Initiates if more than is spent this way in one turn, 1/1.				
Inquest	SOR	C	***	DK
Examine target player's hand. Do one damage for each white card.				
Insidious Bookworm	SC	C	***	AI
Target player discards a card at random: Use only once. If Bookworm is put into graveyard from play and only once, 1/1.				
Instigator	SC	R	***	MM
Discard a card: Creatures target player controls				

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attack this turn if able, 1/1.				
Insurrection	EC	C	***	MM
At the end of the turn of enchanted creature's controller, Insurrection deals 2 damage to that player unless enchanted creature attacked this turn.				
Intimidation	EN	U	***	MM
Creatures you control can't be blocked except by artifact creatures and black creatures.				
Iris Sings	SL	U	***	HL
All white and green enchantments cost an extra to cast, 2/2.				
Jovial Elf	SOR	R	***	LG
Do 2 damage to opponent for each white creature he controls.				
Juven Eraset	SC	U	***	AK, 4th
Flying. Pay during upkeep or Eraset is destroyed, 3/3.				
Juzam Djinn	SC	R	***	AN
Deals 1 damage to you during your upkeep, 5/5. Big means.				
Kanewk's Hex	SOR	U	***	MG
Kanewk's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.				
Kanewk's Spite	INS	R	***	VS

For Volcanic Wind, when is the value of X determined?



The value of X is set at the time you play the Volcanic Wind spell. Even if there is a different number of creatures in play when the Volcanic Wind will use the earlier value and will attempt to resolve normally with respect to the remaining targets.				
Sacrifice all permanents. Discard your hand. Opponent loses 5 life.				
Keeper of the Dead	SC	U	***	EX
Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his graveyard than you have in yours, 1/2.				
Keeper of Tresserhorn	SC	R	***	AI
If Keeper attacks and is not blocked it deals no damage to defending player this turn and that player loses two life, 6/6.				
Kezzerdri	SC	R	***	TM
First strike. During your upkeep, if your opponent control no creatures, Kezzerdri deals 4 damage to you, 4/4.				
Khalal Bhaal	SC	R	***	AN
Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn, 1/1.				
Kieldran Dead	SC	C	***	IA, 5th, 6th
You sacrifice a creature when Dead comes into play. Regenerate, 3/1.				
Knight of Dusk	SC	U	***	TM
Destroy target creature blocking Knight of Dusk, 2/2.				
Knights of Stromgald	SC	U	***	IA, 5th
Protection from white. +1/+0. First strike, 2/1.				
Koskun Falls	EW	R	***	HL
Without upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional whenever the creature attacks.				
Krovian Elementalist	SC	U	***	IA
Target creature gains +1/+0 until end of turn. Bury that creature at end of turn, 1/1.				
Krovian Fetish	EC	C	***	IA, 5th
Target creature gets +1/+1 Cantrip.				
Krovian Horror	SC	R	***	AI
At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovian Horror into your hand. Sacrifice 8 creatures: Horrors deal one damage to target creature or player, 2/2.				
Krovian Plague	EC	U	***	AI
Play on a non-wall creature you control. Tap enchanted creature to have Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Cantrip.				

MAGIC

The Gathering

Players Guide

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Nameless Race	SC	R	---	DK
Trample. Pay 1 life when casting Nameless Race where "1" is at most the total number of white cards all your opponents have in play and in their graveyards. 7/1				
Hausa	SC	R	---	EX
All creatures get 1/1 until end of turn.				
Neatrag	SC	U	---	WL
Remove the two creature card in your graveyard from the game -2/+2 until end of turn 1/2				
Necrite	SC	C	---	FE,5th
If Necrite attacks and isn't blocked you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2				
Necrologia	INS	U	---	EX
Play only during your discard phase. Pay 1 life. Draw X cards.				
Necromancy	EN	U	---	VS
You may play Necromancy as an instant. If you do, bury it at end of turn. Choose a creature in your graveyard. When Necromancy comes into play put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. 1. Necromancy leaves play, bury the creature.				
Necropotence	SC	R	---	IA,5th
Skip your draw step. Pay 1 life. Set aside the top card of your library. Add it to your hand at the start of your next discard phase.				
Necrosavant	SC	R	---	VS,5th
Sacrifice a creature. Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5				
Nekraland	SC	U	---	VS
First strike. When Nekraland comes into play, bury target nonartifact, nonblack creature. 2/1				
Nether Shadow	SC	R	---	LUR,4th,5th
Haste. If three creatures are above Shadow in graveyard it can return to play during controller's upkeep. 1/1				
Nether Spirit	SC	R	---	MM
At the beginning of your upkeep, if Spirit is the only creature in your graveyard you may return it to your hand. 2/2				
Nether Void	EW	R	---	LG
All souls are countered unless their controller spends an extra.				
Netting Imp	SC	U	---	LUR
Target non-wall creature must attack or DIE! At end of turn. 1/1				
Nightmare	SC	R	---	Basic
Flying. Equal number of swamps controlled has in play. 7/1				
Nightshade Seer	SC	U	---	UD
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way. 1/1				
No Mercy	EN	R	---	UL
Whenever a creature successfully deals damage to you, destroy it.				
No Rest for the Wicked	EN	U	---	UL
Sacrifice No Rest. Return to your hand all artifact cards put into your graveyard from play this turn.				
Nocturnal Raid	INS	U	---	MG
All black creatures get +2/+1 until end of turn.				
Norritt	SC	C	---	IA
Untap a blue creature. Opponent's target non-wall creature must attack or be destroyed at end of turn 1/1.				
Notorious Assassin	SC	R	---	MM
Discard a card. Bury target nonblack creature. 2/2				
Oath of Bhoul	EN	R	---	EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard the player may return a creature card from his graveyard to his hand.				
Oath of Lim-Do	EN	R	---	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card. Draw a card.				
Odylic Wrath	SC	U	---	WL
Swampwalk. If Wrath damages any player, that player discards a card. 2/2				
Oppression	EN	R	---	UL
Whenever a player successfully casts a spell, that player discards a card.				
Order of the Ebon Hand	SC	R	---	FE
Protection from white. +1/+0. First strike. 2/1				
Order of Yawgmoth	SC	U	---	UL
Cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player discards a card. 2/2				
Ostracize	SC	R	---	UL
Look at target opponent's hand and choose a creature card there. That player discards that card.				
Oubliette	EN	C	---	AN
Places target creature out of play. If Oubliette leaves play, creature returns tapped.				
Painful Memories	SC	R	---	MG,6th
Look at opponent's hand and put one card on top of his library.				
Paralyse	SC	R	---	LUR,4th,5th
Two target creature. Target creature doesn't untap as normal. Its controller may spend to untap the creature during upkeep.				
Parasitic Bond	EW	U	---	UL
During upkeep of enchanted creature's controller. Bond deals 2 damage to that player.				
Perish	SC	R	---	TM,6th
Bury all green creatures.				
Persecute	SC	R	---	UL
Choose a color. Look at target player's hand and discard all cards of the chosen color.				
Pestilence	EN	U	---	Basic,UL
At the end of each turn, if no creatures are in play, sacrifice Pestilence. Deals 1 damage to each creature and player.				
Pestilence Rats	SC	C	---	IA
equals the number of other Rats in play. 7/3				
Phantasmal Fiend	SC	C	---	AI
+1/-1 until end of turn. Switch Fiend's power and				

Physixian Black	EG	C	---	AI
It creates a token. If gets +2/+1 otherwise it gets -1/-2				
Physixian Broodlings	SC	C	---	UL
Sacrifices a creature. Put a +1/+1 counter on Broodlings. 2/2				
Physixian Debaser	SC	C	---	UL
Flying. Sacrifice: Target creature gets -2/-2 until end of turn. 2/2				
Physixian Defiler	SC	U	---	UL
Sacrifice: Target creature gets -3/-3 until end of turn. 3/3				
Physixian Denouncer	SC	C	---	UL
Sacrifice: Target creature gets -1/-1 until end of turn. 1/1				
Physixian Ghoul	SC	C	---	UL
Sacrifice a creature. Ghoul gets +2/+2 until end of turn. 2/2				
Physixian Grimlines	SC	C	---	AO
Tap an artifact. As long as Grimlines are tapped, that artifact doesn't untap as normal. You may leave Grimlines tapped 1/1				
Physixian Monitor	SC	C	---	UL
Regenerates 2/2.				
Physixian Negotiator	SC	R	---	UD
Trample. Whenever Physixian Negotiator is dealt damage, sacrifice a permanent for each 1 damage dealt to it. 5/5				
Physixian Plagiarist	SC	R	---	UL
Sacrifice: Target creature gets -4/-4 until end of turn. Sacrifice a creature. Target creature gets -1/-1 until end of turn. 4/4				
Physixian Reclamation	EN	U	---	UL
Pay 2 life. Return target creature card from your graveyard to your hand.				
Physixian Tribute	SC	R	---	MG
Sacrifice two creatures. Destroy target artifact.				
Pillar Tombs of Aka	EW	R	---	VS
During each player's upkeep that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aka.				
Pit Imp	SC	C	---	TM
Flying. Pit Imp gets +1/+0 until end of turn. You cannot spend more than 1 life in this way each turn. 0/1				
Pit Scorpion	SC	C	---	LG,4th,5th
Scorpion damages opponent, he gets 1 poison counter. 1/1				
Pit Spider	SC	R	---	EX
First strike. During your upkeep, pay to sacrifice Spider. If Spider damages any creature, remove that creature from the game. 6/4				
Plague Beasts	SC	C	---	UL
Swampwalk. 1/1.				
Plague Dogs	SC	U	---	UD
When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. Sacrifice: Draw a card.				
Plague Rats	SC	C	---	LUR,4th,5th
Power and toughness equal number of Plague Rats in play. 7/1				
Plaguebeast	SC	R	---	EX
Destroy target nonblack creature with casting cost equal to 1/1				
Placid Vind	EN	U	---	UL
Whenever a card is put into a graveyard, remove it from the game. 5/5				
Pox	SC	R	---	IA,5th
Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures. Finally they must sacrifice 1/3 of their artifacts. Round each loss up.				
Pretender's Claim	EG	U	---	MM
Whenever creature becomes blocked, tap all lands defending player controls.				
Priest of Bix	SC	U	---	2/1
When Priest is successfully cast, add +1/+1 to your pool. 2/1				
Priest of Yawgmoth	SC	C	---	AO
Sacrifice an artifact. Add +1/+1 to your pool. 1/2				
Primeval Slaughter	SC	U	---	MM
Shemblers gain +1/+1 until end of turn. 3/3				
Purral of Urborg	SL	R	---	MG
First strike when attacking. Put a +1/+1 counter on Purral. Use only when a black spell is cast and only once for each spell. 2/3				
Potrefaction	EN	U	---	MM
Whenever a player plays a white spell or green spell, that player discards a card from his hand.				
Pythen	SC	C	---	VS,5th
2/2. They replanted this piece of crap? Why?				
Quagmire	EN	U	---	LG
Creatures with swampwalk may be blocked as normal.				
Quagmire Lamproy	SC	U	---	MM
Whenever Lamproy becomes blocked, put a -1/-1 counter on the blocking creature. 1/1.				
Rabid Rats	SC	C	---	SH
Target blocking creature gets -1/-1 until end of turn. 1/1				
Rag Man	SC	R	---	DK,4th,5th
Examine opponent's hand. Opponent must randomly discard a creature. If any are in hand. 2/1.				
Rain of Fire	INS	U	---	UL
Each land you control gains "Sacrifice: Add to your pool" until end of turn.				
Rain of Tears	SC	R	---	TM,MM
Destroy target land.				
Raise Dead	SC	C	---	Basic
Bury a creature from your graveyard into your hand.				
Rampart Graveler	SC	C	---	MM
Can't be blocked by walls. 1/1				
Rank and File	SC	U	---	UL
When Rank comes into play, all green creatures get -1/-1 until end of turn. 3/3				
Rapid Decay	INS	R	---	UD
Cycling. Remove from the game up to three target cards in a single graveyard.				
Rats of Rath	SC	C	---	TM
Destroy target artifact, creature, or land you control. 2/1.				
Ravenous Rats	SC	C	---	UD
When Ravenous Rats comes into play, target opponent chooses and discards a card from his hand.				
Ravenous Skorge	SC	C	---	UL
Flying. When Skorge attacks it gets +2/+0 until end of turn. 1/1				
Ravenous Vampire	SC	R	---	MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3				
Razorthorn Rats	SC	C	---	WL,6th
Cannot be blocked except by artifact creatures and black creatures. 2/1.				
Reanimate	SC	R	---	TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.				

Reckless Spite	INS	U	---	TM
Destroy two nonblack creatures. Lose 5 life.				
Reckless Wight	SC	U	---	UL
During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4				
Recurring Nightmare	EN	R	---	EX
Sacrifice a creature. Return Nightmare to owner's hand. Put target creature card from your graveyard into play. Play as a sorcery.				
Reign of Terror	SC	R	---	MG
Bury all white or green creatures. Lose 2 life for each creature.				
Reproaches	SC	R	---	UL
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each one sacrificed this way.				
Restless Dead	SC	C	---	MG
Regenerate Restless Dead. 1/1				
Revenant	SC	R	---	SH
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. 7/7				
Ritual of the Machine	SC	R	---	AI
Sacrifice a creature. Gain control of target non black, non-artifact creature.				
Rouses	INS	C	---	MM
If you control a swamp, you may pay 2 life instead of paying Rouses's cost. Target creature gains +2/+0 until end of turn.				
Royal Assassin	SC	R	---	LUR,4th
Destroy target tapped creature. 1/1				
Sacrifice	INS	U	---	LUR
Sacrifice a creature. Add +1/+1 to that creature's casting cost to your pool.				
Sadistic Glee	EG	C	---	TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.				
Sanguine Guard	SC	U	---	UL
First strike. Regenerate. 2/2				
Sarcophagus	EN	R	---	TM
Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcophagus deals 1 damage to you.				
Scavenger	SC	U	---	MM
Target player discards a card from his hand. Any player may play this ability, but only if he could play a sorcery.				
Scare Tactics	INS	C	---	EX
All creatures you control get +1/+0 until end of turn.				
Scathe Zombies	SC	C	---	Basic
2/2. Zzzzzzz...				
Scavenging Ghoul	SC	U	---	LUR,4th
At the end of turn, add a counter for each other creature played in the graveyard that counter. Regenerate Rats. 2/2				
Scent of Nightshade	INS	C	---	UD
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.				
Screaming Harry	SC	U	---	TM

NAME	KIND	CR	PR	COST	SETS
Sewer Rats	SC	C	---	MG	
● Pay 1 life. +1/+0 until end of turn. You cannot spend more than 1 life in this way each turn. 1/1.					
Shadow Golem	SC	C	---	MG	
● Put target creature you control on top of owner's library.					
Shadow Rider	SC	C	---	WL	
Flying. 3/3.					
Shallow Grave	INS	R	---	MG	
Put top creature from your graveyard into play. Creature has haste and is removed from game at end of any turn.					
Shattered Crypt	SC	C	---	WL	
Return X creatures from your graveyard to your hand and lose X life.					
Shauku, Endranger	SL	R	---	MG	
Flying. Shauku cannot attack if there is another creature in play. During your upkeep lose 1 life. ● Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.					
Shimian Night Stalker	SC	U	---	LS, CH	
● Destroy damage done to you by an attacking creature in Stalker. 4/4.					
Sick and Tired	INS	C	---	UL	
Two target creatures each get -1/-1 until end of turn.					
Sicken	FC	C	---	UZ	
Enchanted creature gets -1/-1. Cycling.					
Silent Assassin	SC	R	---	MM	
● Destroy target blocking creature at end of combat. 2/1.					
Silvermoon	INS	U	---	LU, AR	
Redact all damage done to you this turn to one of your creatures.					
Sinkhole	SOR	C	---	LU	
Destroy target land.					
Skeleton Scavengers	SC	R	---	SH	
Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Scavengers. Regenerate Scavengers and put a +1/+1 counter on it. D/D.					
Skirge Familiar	SC	U	---	UZ	
Flying. Choose and discard a card: Add it to your pool. 3/2.					
Skittering Horror	SC	U	---	UZ	
Flying. Sacrifice a creature, sacrifice Skittering Horror. 4/3.					
Skittering Skirge	SC	C	---	UZ	
Flying. When you successfully cast a creature spell, sacrifice Skirge. 3/2.					
Skulking Fugitive	SC	C	---	MM	
When Fugitive becomes the target of a spell or ability, sacrifice Fugitive. 3/4.					
Skulking Ghost	SC	C	---	MG	
Flying. If Ghost is the target of a spell or effect, burn Ghost. 2/1.					
Skyshroud Vampire	SC	U	---	TM	
Flying. Discard a creature card. Vampire gets +2/+2 until end of turn. 3/3.					
Slaughter	INS	U	---	EX	
Bloodpay: Pay 4 life. Burn target nonblack creature.					
Sleeper Agent	SC	R	---	---	
When Agent comes into play, opponent gains control of it. During					

NAME	KIND	CR	PR	COST	SETS
Soul Feast	SOR	U	**	●●●●	UD
Target player loses 4 life and you gain 4 life.					
Soul Kiss	EC	C	**	●●●●	IA
Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●●● creatures in your graveyard.					
Soul Rend	INS	U	**	●●●●	MG
Bury target white creature. Casting.					
Soulstriker	SC	U	***	●●●●	TM
Pay 3 life. Put a +1/+1 counter on Soulstriker. 2/2.					
Soulshock	INS	C	**	●●●●	MG
Target creature you control gets +7/+0 until end of turn, where ● is the number of creature in your graveyard. Bury creature at end of turn.					
Specter's Will	SOR	C	***	●●●●	MM
Target player discards a card at random from his hand.					
Spike Cannibal	SC	U	**	●●●●	EX
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures into Cannibal. 0/0.					
Spinal Draft	EC	C	**	●●●●	TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, bury it.					
Spined Fluke	SC	U	**	●●●●	UZ
When Fluke comes into play, sacrifice a creature. Regenerate 5/1.					
Spinning Darkness	INS	C	***	●●●●	WL
You may remove the top 3 black cards in your graveyard from the game instead of paying casting cost. Deal 3 damage to target nonblack creature. Gain 5 life.					
Spirit of the Night	SL	R	***	●●●●	MG
Flying, trample, protection from black, haste. First strike when attacking. 6/5.					
Spirit Shackles	EC	U	**	●●●●	LG,CH
Put a 0/-1 counter on target creature every time it becomes tapped.					
Spills of Evil	INS	R	**	●●●●	IA
Add ●● to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.					
Spills of War	SOR	R	***	●●●●	IA
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in opponent's graveyard.					
Squirmin' Mass	SC	C	**	●●●●	UD
Can't be blocked except by artifact and black creatures. 1/1.					
Stanch of Deceit	INS	C	**	●●●●	AI
All non-artifact creatures get -1/-1 until end of turn.					
Stench of Evil	SOR	U	**	●●●●	AI
Destroy all planes. Each player takes one damage for each plane he loses, but may pay ● for each point he wishes to prevent.					
Stone-Throwing Devils	SC	C	**	●●●●	AN
First strike. 1/1.					
Strands of Night	EN	U	**	●●●●	WL,CH
Pay 2 life. Sacrifice a swamp: Put target creature card from your graveyard into play.					
Strangled Cabal	SC	R	***	●●●●	IA,CH,SH
Pay 1 life. Counter target spell if it is white. 2/2.					
Strangled Spy	SC	U	**	●●●●	AI
If spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.					
Stronghold Assassin	SC	R	***	●●●●	SH
Sacrifice a creature. Destroy target nonblack creature. 2/1.					
Stronghold Taskmaster	SC	U	**	●●●●	SH
All other black creatures get -1/-1. 4/3.					
Strongarm Thug	SC	U	**	●●●●	MM
When Thug comes into play, you may return a Mercenary card from your graveyard to your hand. 1/1.					
Stubber	INS	C	***	●●●●	MG,SH
Opponent discards a card at random: then chooses and discards a card.					
Subversion	EN	R	**	●●●●	UL
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.					
Sun/Ata Assassin	SC	U	**	●●●●	VS
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.					
Swamp Mosquito	SC	C	**	●●●●	AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.					
Swat	INS	C	**	●●●●	UL
Destroy target creature with power 2 or less. Cycling. 0/1.					
Syphon Soul	SOR	C	**	●●●●	LG,SH
Do 2 damage to all players except caster. Gain life equal to total damage dealt.					
Tainted Ether	EN	R	**	●●●●	UZ
Whenever a creature comes into play, its controller sacrifices a creature or land.					
Tainted Spectator	SC	R	**	●●●●	MG
Flying. Target creature gets a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Spectator deals 1 damage to each creature and player. Play as a sorcery. 2/2.					
Takkenmagot	EC	U	**	●●●●	LG,CH
Give target a 0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takkenmagot becomes an enchantment and does 1 damage during upkeep to each creature.					
Tar Pit Warrior	SC	C	**	●●●●	VS
If Warrior is the target of a spell or effect, bury Warrior. 3/4.					
Tendrils of Despair	SOR	C	**	●●●●	WL
Sacrifice a creature: Target opponent discards two cards.					
Terror	INS	C	**	●●●●	Basic
Bury target creature. Cannot target black or artifact creatures.					
Tethered Skirge	SC	U	**	●●●●	UL
Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.					
Thrashing Wumpus	SC	R	***	●●●●	MM
Wumpus deals 1 damage to each creature and player. 3/3.					
Thrill Champion	SC	R	**	●●●●	FE
All Thrills get +1/+1. Take control of target. Thrill. When Champion leaves your control or play, you use control of it. 2/2.					
Thrill Retainer	EC	U	**	●●●●	FE,SH
Enchanted creature gains +1/+1. Sacrifice: Regenerate enchanted creature.					
Thruil Surgeon	SC	C	**	●●●●	EX
Sacrifice: Look at target player's hand and choose and discard one of those cards. Play as a sorcery. 1/1.					
Thruil Wizard	SC	U	**	●●●●	FE
Counter black spell unless caster pays an additional ● or 1/1.					
Timmerian Fiends	SC	R	**	●●●●	HL
Sacrifice: Bury target opponent's artifact and put it in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Tombstone Stairwell	EW	R	**	●●●●	MG
Cumulative Upkeep: ●●●● During each player's upkeep, he puts into play a token for each creature in his graveyard. Tokens are 2/2 black zombies with haste. Bury tokens at the end of any turn.					
Torment	EC	C	**	●●●●	SH
Enchanted creature gets 3/-0.					
Torture	EC	C	**	●●●●	HL,SH
Place a -1/-1 token on creature Torture enchants.					
Tortured Existence	EN	C	**	●●●●	SH
Choose and discard a creature card: Return target creature card from your graveyard to your hand.					
Touch of Darkness	INS	C	**	●●●●	LG
Change the color of one or more creatures to black until end of turn.					
Touch of Death	SOR	C	**	●●●●	IA,SH
Do 1 damage to any player and gain 1 life. Casting.					
Touch's Chant	EW	U	**	●●●●	FE
Whenever a player puts a forest into play Touch's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.					
Tourach's Gate	EL	R	**	●●●●	FE
Sacrifice a Thrul: Put three counters on target land. Remove a counter during upkeep, burying Gate when there it has no counters. Tap enchanted land: All your attacking creatures gain +2/+1 until end of turn.					
Transmutation	INS	C	**	●●●●	LG,CH
Target creature's power and toughness are switched until end of turn.					
Tracheous Lure	EC	U	**	●●●●	UL
Redirect to its controller all damage dealt to enchanted creature.					
Twisted Experiment	EC	C	**	●●●●	UD
Enchanted creature gets +3/-1.					
Uncle Istvan	SC	U	**	●●●●	DK,4H
All damage done to Uncle Istvan by creatures is reduced to zero. 1/1.					
Undertaker	SC	C	**	●●●●	MM
Discard a card: Return target creature card from your					

NAME	KIND	CR	PR	COST	SETS
Unholy	SC	R	***	●●●●	UZ
Control: All other creatures you control get -1/-1. Casting.					
Unholy	SC	R	***	●●●●	UZ
Comes into play with one +1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Unholy. When Unholy attacks, it deals 1 damage to each creature in your graveyard. 0/0.					
Valdrene of Sengir	SL	R	**	●●●●	HL
Valdrene gets Forestwalk and 3/-0. 5/5.					
Vendetta	INS	C	**	●●●●	MM
Bury target nonblack creature. Loss life equal to its toughness.					
Victimize	SOR	U	**	●●●●	UZ
Choose two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play tapped.					
Vile Requiem	EN	U	**	●●●●	UZ
During your upkeep, you may put a counter on Requiem. ●●●● Sacrifice: Bury up to X target nonblack creatures, where X is the number of counters on Requiem.					
Vorath's Dungeon	EN	R	**	●●●●	EX
Any player may pay 5 life during his turn to destroy Vorath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.					
Wake of Vultures	SC	C	**	●●●●	VS
Flying. ●●●● Sacrifice a creature. Regenerate Vultures. 3/1.					
Walking Dead	SC	C	**	●●●●	LG
Regenerate Walking Dead. 1/1.					
Wall of Bone	SC	U	**	●●●●	LJ,4H,4th
Regenerate Wall of Bone. 1/4.					
Wall of Carapace	SC	C	**	●●●●	MG
Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.					
Wall of Distortion	SC	C	**	●●●●	MM
Target player sacrifices a card. Play as a sorcery. 1/3.					
Wall of Putrid Flesh	SC	U	**	●●●●	LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.					
Wall of Shadows	SC	C	**	●●●●	LG,CH
Damage done to Wall by creatures in blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only					

NAME	KIND	CR	PR	COST	SETS
Yawmuth's Will	SOR	R	***	●●●●	UZ
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game.					
Zombie Master	SC	R	**	●●●●	Basic
All zombies in play gain swampwalk and Regenerate. 2/3.					
Zombie Mob	SC	U	**	●●●●	MG
Comes into play with one +1/+1 counter for each creature in your graveyard. Remove all of those cards from the game. 2/0.					
Zombie Scavengers	SC	C	**	●●●●	WL
Remove the top card in your graveyard from the game. Regenerate. 3/1.					

Abolition	EC	U	**	●●●●	WL,SH
Untap enchanted creature and gain control of it. If creature is put into any graveyard, put that creature into play under owner's control.					
Abjurer	INS	C	**	●●●●	WL
Sacrifice a blue permanent: Counter target spell.					
Academy Researchers	SC	U	**	●●●●	UZ
When Researchers comes into play, you may choose an enchant creature card in your hand and put it on Researchers. 2/2.					
Acid Rain	SOR	R	***	●●●●	LG
Destroy all forests in play.					
Aerial Caravan	SC	R	**	●●●●	MM
Flying. ●●●● Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. 4/3.					
Elber Shorn	EN	U	**	●●●●	HL,SH
No summon spells may be cast. Anyone may pay 4 life to bury Shorn.					
Elber Tide	SOR	C	**	●●●●	EX
Discard X creature cards: Return X target creatures to owner's hand.					
El Elemental	SC	U	**	●●●●	Basic
Flying. 4/4.					
Amnesia	SOR	U	***	●●●●	OK
Look at target player's hand. Target discards all non-land cards.					
Ancestral Knowledge	EN	R	***	●●●●	WL
CU: Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.					
Ancestral Memories	SOR	R	**	●●●●	MG,SH
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.					
Ancestral Recall	INS	R	***	●●●●	LJ
Target player draws three cards.					
Animate Artifact	EA	U	**	●●●●	LJ,4H
Target non-creature artifact also becomes an artifact creature with power and toughness equaling its casting cost.					
Annel	INS	C	**	●●●●	UZ
Counter target artifact or enchantment spell.					
Antiphrasis	SC	R	**	●●●●	UL
Comes into play with two +1/+1 counters. ●●●● Remove all +1/+1 counters from Antiphrasis and put X +1/+1 counters on it. 0/0.					
Anti-Magic Aura	EC	C	**	●●●●	LG,SH
Destroy all enchantments on target creature. Enchanted creature cannot be targeted by any other instants, sorceries or enchantments.					
Apethy	EC	C	**	●●●●	WL
Enchanted creature does not untap during its controller's untap step. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.					
Apprentice Wizard	SC	E	**	●●●●	OK,4H
CU: Add 2 life to your player's O/T.					
Arcane Distill	INS	C	**	●●●●	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Cantrip.					
Arcane Laboratory	EN	U	**	●●●●	UZ
Each creature cannot play more than one spell each turn.					
Archivist	SC	R	***	●●●●	UL
CU: Draw a card. 1/1.					
Argivian Restoration	EN	**	●●●●	●●●●	WL
Put target artifact card from your graveyard into play.					
Argyle's Ascent	EN	C	**	●●●●	IA
CU: ●●●● Target creature gains flying until end of turn.					
Attainment	EN	R	**	●●●●	UZ
Return to your hand three cards, then discard four cards.					
Aura Effect	EA	C	**	●●●●	UL
Each other enchantment gains "During your upkeep, pay ●● or sacrifice this enchantment."					
Aura Tith	SC	R	***	●●●●	UD
Flying. When Aura Tith is put into a graveyard from play, you gain control of all enchantments. 2/2.					
Avizoa	SC	R	**	●●●●	WL
Flying. Skip your next untap step. Avizoa gains +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
Awesome Presence	EC	C	**	●●●●	AI
Enchanted creature can't be blocked unless defending player plays an additional ●● for each creature assigned to block it.					
Azura Drake	SC	R	**	●●●●	MG
●●●● +1/+0 until end of turn. You cannot spend more than ●● in this way each turn. 1/3.					
Azure Drake	SC	U	**	●●●●	LG,SH,SH
Flying. 2/4.					
Back to Basics	EN	R	**	●●●●	UZ
Nonbasic lands do not untap during their controllers' untap steps.					
Backfire	EC	U	**	●●●●	LG,4H
For each point of damage done you take from target creature's Backfire is a point of damage to creature's controller.					
Balk's Curse	SOR	R	**	●●●●	IA
Do 2 damage to each creature for each enchantment on that creature.					
Balladron Conjurer	SC	U	**	●●●●	IA
CU: Turn a snow covered land into a 2/2 creature until end of turn.					
Balladron Shaman	SC	R	**	●●●●	IA
●● Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: ●● 1/1.					
Balloon Peddler	SC	C	**	●●●●	MM
●● Discard a card: Target plays flying until end of turn. 2/2.					
Barrin, Master Wizard	SC	R	**	●●●●	UL
●● Sacrifice a permanent: Return target creature to owner's hand. 1/1.					
Bay Faience	SC	C	---	●●●●	MG
Flying. Attacking does not cause Bay Faience to tap. 1/1.					
Bazaar of Wonders	EW	R	**	●●●●	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.					

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	PR	COST	SETS
Benthic Behemoth	SC	R	---	6	TM
Islandwalk 7/6.					
Benthic Explorers	SC	C	---	3	MM
Untap target tapped land on opponent's control to add one mana of any type that land produces to your mana pool 2/4.					
Detrayal	EC	C	---	3	VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.					
Binding Grasp	EC	U	---	3	IA,5th
Pay 1 during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.					
Blizzard Elemental	SC	R	---	3	UD
Flying. 0-0. If Blizzard Elemental, 5/5.					
Blackdancer Hammer	SC	C	---	3	MM
Hammer is unblockable this turn. 2/2.					
Blue Elemental Blast	INS	C	---	3	LUR,4th
Counter a red spell being cast or destroy a red card in play.					
Blue Elemental	INS	C	---	3	LUR,4th,5th
Return target permanent to owner's hand.					
Bouncing Beesble	SC	C	---	3	UL
Unblockable if defender player controls an artifact. 2/2.					
Braingrasper	SOR	R	---	3	LUR
Target player must draw X cards.					
Breathrider	SC	C	---	3	IA,5th,MM
Draw 3 cards, then put 2 cards on top of your library in any order.					
Breath of Dreams	EC	C	---	3	IA
0-0. Green creatures require an additional 0-0.					
Breathkeeper	SC	C	---	3	VS
Flying, phasing. 4/4.					
Brine Hag	SC	U	---	3	LG
If Brine Hag goes to the graveyard, all creatures that deal damage to Hag that turn become 0/2 permanently. 2/2.					
Brine Saver	SC	C	---	3	UD
0-0-0. Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed. 1/1.					
Bribery	SOR	R	---	3	MM
Search target opponent's library for a creature card and put that card into play under your control.					
Brown	EN	U	---	3	AL,5th
0-0-0: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.					
Bubbling Beesbles	SC	C	---	3	VS
Unblockable if defender player controls an enchantment. 3/3.					
Buoyancy	LC	C	---	3	MM
You may play Buoyancy any time you could play an instant. Enchanted creature gains flying.					
Capsize	INS	C	---	3	TM
Backstab. Return target permanent to owner's hand.					
Catalyst	SC	R	---	3	UZ
Draw two cards, then choose and discard a card.					
Cerulean Wyvern	SC	U	---	3	MG
Flying, protection from green. 3/3.					
Chain Stealer	INS	R	---	3	HL
Put or untap target creature. Its controller may pay 1 to have Chain Stealer put or untap another target creature.					
Chambered Nautilus	SC	U	---	3	MM
Whenever Nautilus becomes blocked, you may draw a card. 2/2.					
Chameleon Spirit	SC	U	---	3	MM
As Spirit enters play, choose a color. Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control. 1/1.					
Charisma	EC	C	---	3	MM
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.					
Chill	EN	U	---	3	TM,5th
Red spells cost an additional 1 to play.					
Chronology	SC	R	---	3	VS
Skip next turn. Chronology gets +3/+3 until end of turn. Use only once each turn. 1/2.					
Chlorophyll	INS	C	---	3	IA
Look at target player's hand. Draw a card at beginning of next turn.					
Chalk of Invisibility	EC	C	---	3	MG
Enchanted creature gains phasing and can only be blocked by Walls.					
Chalk of Mists	EC	C	---	3	UZ
Enchanted creature is unblockable.					
Clone	SC	U	---	3	LUR
Clone acquires all characteristics, including color, of target creature. 1/1.					
Cloud Djinn	SC	U	---	3	WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.					
Cloud Elemental	SC	C	---	3	VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.					
Cloud of Fearless	SC	C	---	3	UL
Flying. When Fearless comes into play, untap up to two lands. Cycling 1/1.					
Cloud Spirit	SC	C	---	3	SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.					
Cloud Sorcerer	SC	C	---	3	MM
Flying. May only block creatures with flying. 1/1.					
Coastal Piracy	EN	U	---	3	MM
Whenever a creature you control deals combat damage to an opponent, you may draw a card.					
Contingent	EP	U	---	3	SH
You control enchanted permanent.					
Contingent	EC	C	---	3	UZ
If enchanted creature attacks, return that creature and Contingent to owner's hand at end of combat.					
Control Magic	EC	U	---	3	LUR,4th
Gain control of enchanted creature.					
Copy Artifact	EN	R	---	3	LUR
Duplicate target artifact. Treat as an enchantment and an artifact.					
Coastal Fighters	SC	U	---	3	MG

NAME	KIND	CR	PR	COST	SETS
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card at the bottom of the library. 1/1.					
Coastal Merfolk	SC	C	---	3	UZ
2/1.					
Coastal Reef	EN	C	---	3	HL
Put four counters on Reef. 0-0: Sacrifice an island for two counters. 0-0: Remove a counter. Place a +0/+1 counter on a blue creature you control.					
Counterjuggler	INS	C	---	3	Basic,ATMM
Counter target spell as it is being cast.					
Cowardice	EN	R	---	3	MM
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.					
Creature Road	EC	C	---	3	LUR,4th
If target creature goes to the graveyard, deal damage equal to the creature's toughness to the creature's controller.					
Cunning	EC	C	---	3	EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn.					
Curfew	INS	C	---	3	UZ
Each player chooses a creature he controls and returns it to owner's hand.					
Curiosity	EC	U	---	3	EX
If enchanted creature damages an opponent, draw a card.					
Customs Depot	EN	U	---	3	MM
Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.					
Dances of Many	EN	R	---	3	DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dances of Many leaves play, both are buried. Pay 1 during upkeep or destroy Dances of Many.					
Dandan	SC	C	---	3	ANCH,5th
Islandwalks. 4/1.					
Daring Apprentice	SC	R	---	3	MG,6th
0-0: Sacrifice. Counter target spell. 1/1.					
Dark Mage	SC	C	---	3	HL,5th
0-0: Can attack this turn. At the end of turn, remove Mage from the game. Mage cannot attack the turn it comes under your control.					
Darting Merfolk	SC	C	---	3	MM
Return Merfolk to its owner's hand. 1/1.					
Deep Spawn	SC	U	---	3	FE
Trample. Take top two cards from your library and put them in your graveyard during upkeep or destroy Spawn. 0-0: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next upkeep. 6/6.					
Deep Water	EN	C	---	3	DK
All mana-producing lands under your control produce 1 of end of turn instead of their usual mana.					
Deflection	INS	R	---	3	IA,5th,SH
Redirect target spell with one target to a new target of your choice.					
Dehydration	EC	C	---	3	MM
Enchanted creature isn't untap during its controller's upkeep.					
Delusions of Mediocrity	EN	R	---	3	UL
When Delusions comes into play, gain 10 life. When Delusions leaves play, lose 10 life.					
Desertion	INS	R	---	3	VS,6th
Counter target spell. If it is an artifact or summon spell, put that card into play under your control as though it were just played.					
Deverling Being	SC	C	---	3	LG
Islandwalk. 1/2.					
Diminishing Returns	SOR	R	---	3	AL,5th
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.					
Diplomatic Escort	SC	U	---	3	MM
0-0: Discard a card. Counter target spell or ability that targets a creature. 1/1.					

NAME	KIND	CR	PR	COST	SETS
● Counter target spell unless its caster pays an extra 1/1.					
Dispel	INS	U	---	3	MG
Counter target spell. Remove that card from the game.					
Dominating Lizard	SC	R	---	3	EX
●●●●● Lizard becomes a creature enchantment that reads "Gain control of enchanted creature." Move Dominating Lizard onto target creature. You may pay 1 to end this effect. 1/1.					
Donals	SOR	R	---	3	UD
Target player gains control of target permanent you control.					
Douage	EN	U	---	3	UZ
0-0: Counter target red spell.					
Drain's Restoration	SOR	C	---	3	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.					
Drain Power	SOR	R	---	3	LUR,4th,5th
Tap opponent's lands for mana and draw all mana in his pool into yours.					
Drake Hatchling	SC	C	---	3	MM
Flying. 0-0: +1/+0 until end of turn. Use once each turn. 1/3.					
Dream Cache	SOR	C	---	3	MG,TM,6th
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.					
Dream Circle	EC	U	---	3	LG
During your upkeep you may change enchanted creature's color.					
Dream Fighter	SC	C	---	3	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.					
Dream Halls	EN	R	---	3	SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.					
Dream Power	SC	C	---	3	SH
Unblockable as long as no other creatures are attacking. 1/5.					
Dream Tides	EN	U	---	3	VS
Creatures do not untap during their controllers' upkeep step. Each creature's controller may pay an additional 1 during his upkeep to untap that creature.					
Dreams of the Dead	EN	U	---	3	IA
0-0: Put a white or black creature from your graveyard into play. That creature now has 0-0. If creature leaves play, remove it from the game.					
Drifting Djinn	SC	R	---	3	VS
Flying. During your upkeep, pay 1 or sacrifice Djinn. 5/5.					
Drowned	SC	C	---	3	DK
0-0: Regenerates. 1/1.					
Duplicity	EN	R	---	3	TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.					
Elder Spawn	SC	R	---	3	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.					
Electric Eel	SC	U	---	3	DK
0-0: +2/+0 and Eel deals 1 damage to you. 1/1.					
Embarge	EN	R	---	3	MM
Nonland permanents don't untap during their controller's upkeep steps. At the beginning of your upkeep, you lose 2 life.					
Enchantment Alterations	U	---	3	LG,UZ	
Move target enchantment from one permanent to another.					
Energy Field	EN	R	---	3	UZ
Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice Energy Field.					
Energy Flux	EN	U	---	3	AQR,4th,5th,MM
All artifacts gain "At the beginning of your upkeep, sacrifice this					

NAME	KIND	CR	PR	COST	SETS
Equilibrium	EN	R	----	3	EX
Whenever you successfully cast a creature spell, you may pay 1 to return target creature to owner's hand.					
Ereion	EL	C	----	3	DK,4th
Destroy target land unless controller pays 1 or pays 1 life during upkeep.					
Errant Minion	EC	C	----	3	IA
During target creature's controller's upkeep, Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.					
Ertal Wizard Adept	SL	R	----	3	EX
Counts as a Wizard. 0-0-0: Counter target spell. 1/1.					
Ertal's Familiar	SC	R	----	3	WL
Phasing. If Familiar leaves play, place the top 3 cards of your library into your graveyard. Familiar cannot phase out until the beginning of your next upkeep. 2/2.					
Ertal's Wedding	INS	R	----	3	TM
When target spell is successfully cast, put X counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a counter from the spell. If the spell has no counters on it, it resolves.					
Escaped Shapeshifter	SC	R	----	3	TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first strike, trample and protection from any color. 3/4.					
Essence Flare	EC	C	----	3	IA
Target creature gets +2/+0. Put a 0-0-1 counter on the creature during each of its controller's upkeeps.					
Ether Wall	INS	U	----	3	MG
Put target creature on top of owner's library. If it is red, you may choose to put it on the bottom of owner's library instead.					
Evocation	INS	R	----	3	SH
Return all creatures to owner's hands.					
Exhaustion	SOR	U	----	3	UZ
Creatures and lands target opponent controls do not untap during his next upkeep step.					
Extravagant Spirit	SC	R	----	3	MM
Flying. At the beginning of your upkeep, sacrifice Spirit unless you pay 1 for each card in your hand. 1/1.					
Fade Away	SOR	C	----	3	EX
For each creature, that creature's controller pays 1 or sacrifices a permanent.					
Faithful Golem	EC	U	----	3	AL,MM
When enchanted creature is put into a graveyard from play, return that creature to play under your control.					
Fatigue	SOR	C	----	3	UD
Target player skips his next draw step.					
Feedback	EC	U	----	3	LUR,4th,5th
Do 1 damage to controller of enchanted enchantment during upkeep.					
Field of Dreams	EW	R	----	3	LG
The top card in every library must always be face up.					
Fighting Drake	SC	U	----	3	TM
Flying. 2/4. Rah! Rah! Sto-bom bahl!					
Flailriver Oil	EC	C	----	3	AN,CH
Give target creature islandwalk.					
Flash	EN	R	----	3	MG,6th
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 1. If you cannot, bury the creature.					
Flash Counter	INS	C	----	3	LG
Counter target interrupt or instant spell.					
Flash Flood	INS	C	----	3	LG,CH
Destroy target red permanent or return target mountain to owner's hand.					
Flaunting Ouprey	SC	C	----	3	UD
Flaunting Ouprey gains flying as long as it's enchanted. 1/1.					
Fleeting Image	SC	R	----	3	UL
Flying. 0-0: Return Fleeting Image to owner's hand. 2/1.					
Flight	EC	C	----	3	Basic
Target creature now has flying.					
Flood	EN	C	----	3	DK,4th,5th
0-0: Tap target non-flying creature.					
Flooded Shores	EN	R	----	3	VS
0-0: Return two islands you control to owner's hand; Return target creature to owner's hand.					
Floodgate	SC	U	----	3	MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue non-flying creature 1 damage for each 2 islands you have. 0/5.					
Flux	SOR	C	----	3	WL
Each player chooses and discards any number of cards, then draws that many cards. Draw a card.					
Flying Men	SC	C	----	3	AN
Flying. 1/1.					
Pag Bank	SC	U	----	3	UZ
Flying. Bank does not deal or receive combat damage. 0/2.					
Pag Elemental	SC	C	----	3	WL,6th
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.					
Forbidden	INS	U	----	3	EX
Backstab—Choose and discard two cards. Counter target spell.					
Force of Will	INS	U	----	3	AI
You may pay one life and remove a blue card in your hand from game instead of paying Force's cost. Counter target spell.					
Force Spike	INS	C	----	3	LG,6th
Counter target spell unless its caster spends 0.					
Force Void	INS	U	----	3	IA
Counter target spell unless its caster spends 0. Cantrip.					
Forcestave	INS	U	----	3	VS
Put a card. Put top card from target opponent's library into his graveyard. If that card is the one named, draw the card. Cantrip.					
Forseight	SOR	C	----	3	AI
Search your library for any three cards and remove them from the game. Cantrip. Great way to clear out those Dredlocks.					
Forquet	INS	R	----	3	HL,6th,8th
Target player discards two cards and then draws two cards.					
•Frenzic Scatter	INS	C	----	3	UL
Draw two cards; then discard two cards. Untap up to three lands.					
Fyramor	SC	U	----	3	TM
Flying. Cannot be blocked by blue creatures. 0-0: Target creature is dealt until end of turn. 1/3.					
Gossamer Purr	EC	C	----	3	LG,6th,8th,9th
Target creature neither deals nor receives damage in combat.					
Ghost Ship	SC	U	----	3	DK,4th
Flying. 0-0: Regenerate 3/4.					
Ghost Abolisher	SC	C	----	3	UL
0-0: Bury all creatures that damaged Abolisher this turn. Controlling any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Abolisher dies. 1/1.					
Ghost Crab	SC	C	----	3	TM

NAME	KIND	CR	PR	COST	SETS
Blant Oyster SC U • • • • • NL You may leave Oyster tapped. • Target creature doesn't untap as normal as long as Oyster is tapped. During upkeep place a 1/1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.	SC	U	•	•	•
Blant Shark SC C • • • • • DK Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn 4/4.	SC	C	•	•	•
Blant Tortoise SC C • • • • • AN, 4th +0/+3 while untapped. 1/1.	SC	C	•	•	•
Blided Drake SC R • • • • • UZ Flying. When Drake comes into play, exchange control of Drake for target creature one of your opponents control. 2/3.	SC	R	•	•	•
Blinded Wall SC U • • • • • IA, 5th, 6th 0/7.	SC	U	•	•	•
Gliding Lizard SC U • • • • • SH • Gliding Lizard loses its ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lizard onto target creature. You may pay • to end this effect. 2/2.	SC	U	•	•	•
Glowing Anemone SC U • • • • • MM When Anemone comes into play, you may return target land to its owner's hand. 1/3.	SC	U	•	•	•
Glyph of Deletion INS C • • • • • LG Put 4 counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.	INS	C	•	•	•
Great Whale SC R • • • • • UZ When Whale is successfully cast, untap up to seven lands. 5/5.	SC	R	•	•	•
Gush INS C • • • • • MM You may return two islands to their owner's hand instead of paying Gush's mana cost. Draw two cards.	INS	C	•	•	•
Hakim, Loreweaver SL • • • • • MC Flying. • Put target creature enchantment from your graveyard on Hakim. Use only during your upkeep and only if there are no enchantments on Hakim. • Destroy all enchantments on Hakim. 2/4.	SL	•	•	•	•
Hammerhead Shark SC C • • • • • SH Cannot attack unless defending player controls any lands. 2/3.	SC	C	•	•	•
Harmattan Etnel SC U • • • • • MG, 5th Flying. • Target creature gains flying until end of turn. 2/2.	SC	U	•	•	•
Hermite Study EC C • • • • • UZ Enchanted creature gains • Deal 1 damage to target creature or player.	EC	C	•	•	•
Hesitation EN U • • • • • SH If any spell is played, counter that spell and sacrifice Hesitation.	EN	U	•	•	•
Hibernation INS U • • • • • UZ Return all green permanents to owners' hands.	INS	U	•	•	•
High Seas EN U • • • • • MM Red and green creature spells cost • more to play.	EN	U	•	•	•
High Tide INS C • • • • • FE All islands produce an additional • until end of turn.	INS	C	•	•	•
Homard SC C • • • • • FE Put a counter on Homard when it comes into play and during upkeep. Homard gets +1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are four counters on Homard. 2/2.	SC	C	•	•	•
Homard Shaman SC R • • • • • FE • Tap target creature. 2/1.	SC	R	•	•	•
Homard Spawning Bed EN U • • • • • FE • Sacrifice a blue creature to put a Camaradé, 1/1 blue creature, in play, where X is the cost of the Camaradé.	EN	U	•	•	•
Homard Warrior SC C • • • • • FE, 5th • Cannot be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal next turn. 3/3.	SC	C	•	•	•
Hoedwink INS C • • • • • MM Return target artifact, enchantment or land to its owner's hand. 1/4.	INS	C	•	•	•
Horned Turtle SC C • • • • • TM, 5th 1/4.	SC	C	•	•	•
Horsehoe Crab SC C • • • • • UZ • Untap Horsehoe Crab. 1/3.	SC	C	•	•	•
• Hurky's Recall INS R • • • • • AQ, 4th, 5th Return all artifacts controlled by target player to owner's hand.	INS	R	•	•	•
Hydroblast INS C • • • • • IA, 5th Counter a spell being cast or destroy a red permanent if it is red.	INS	C	•	•	•
Iceberg EN U • • • • • IA Put X counters on Iceberg when it comes into play. • Put a counter on Iceberg. • Remove a counter to add 1 to your pool.	EN	U	•	•	•
Key Prison EN • • • • • UZ • From target creature into play. During your upkeep, destroy key. Prison. Any player may • to prevent this.	EN	•	•	•	•
Unleashed Wings EC C • • • • • UD Enchanted creature gains flying. • Sacrifice. Draw a card.	EC	C	•	•	•
Missionary Forces SC C • • • • • IA Flying. CU: 4/4.	SC	C	•	•	•
Missionary Presence SC R • • • • • IA CU: • During your upkeep, Missionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	•	•	•
Missionary Terrain EN U • • • • • IA CU: • All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	•	•	•
Missionary Wall SC C • • • • • IA Flying. First strike. CU: 3/4.	SC	C	•	•	•
Missions of Grandeur EN R • • • • • IA CU: • Gain 20 life when Missions of Grandeur comes into play. If Missions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	•	•	•
Imaginary Pet SC R • • • • • UZ During your upkeep, if you have a card in hand, return Pet to your hand. 4/4.	SC	R	•	•	•
Impulse INS C • • • • • VS Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.	INS	C	•	•	•
Immersed Elders SC U • • • • • MM Flying. When Djinn comes into play, each other player may draw three cards. 4/4.	SC	U	•	•	•
In the Eye of Chaos EW R • • • • • LG Counter all instants and interrupts unless caster pays an extra •, where X is the cost of the spell being cast.	EW	R	•	•	•
Inebate INS C • • • • • IA Untap target artifact, creature or land. Centip.	INS	C	•	•	•
Insight EN U • • • • • TM, 6th Whenever opponent successfully casts a green spell, draw 6th.	EN	U	•	•	•
Inspiration INS C • • • • • VS, 5th Target player draws two cards.	INS	C	•	•	•
Intend INS U • • • • • TM Counter target ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.	INS	U	•	•	•
Intervene INS C • • • • • UZ	INS	C	•	•	•

NAME	KIND	CR	PR	COST	SETS
Counter target spell that targets a creature.					
Intruder Alarm EN R • • • • • SH Creatures do not untap during their controllers' untap steps. Whenever any creature comes into play, untap all creatures.	EN	R	•	•	•
Intuition INS R • • • • • TM Search your library for any three cards and reveal them to target opponent. He chooses one. Put that card into your hand and the rest into your graveyard.	INS	R	•	•	•
Invisibility EC C • • • • • LG Target creature may only be blocked by walls.	EC	C	•	•	•
Invoke Precipice EN R • • • • • LG Counter an opponent's common spell of a color different from one of your creatures unless he pays an extra •, where X is the cost of the spell.	EN	R	•	•	•
Iridescent Drake SC U • • • • • UD Flying. When Iridescent Drake comes into play, return target enchant creature card from a graveyard to play enchanting Iridescent Drake. 2/2.	SC	U	•	•	•
Island Fish Jasoonie SC R • • • • • AN, 4th Islandhome. Does not untap as normal Pay • during upkeep to untap. 5/8.	SC	R	•	•	•
Jinx INS C • • • • • HL Target land becomes a basic land of your choice until end of turn. Centip.	INS	C	•	•	•
Jolt INS C • • • • • MG Tap or untap target artifact, creature or land. Centip.	INS	C	•	•	•
Jump INS C • • • • • LUR, 4th Target creature has flying until end of turn.	INS	C	•	•	•
Juxtapose SOR R • • • • • LG, 5th, 6th Caster and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.	SOR	R	•	•	•
Kari's Touch INS R • • • • • MM Target noncreature artifact becomes an artifact creature with power and toughness equal to its converted cost until end of turn.	INS	R	•	•	•
Keepers of the Mind SC U • • • • • EX • Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. 1/2.	SC	U	•	•	•
Killer Whale SC U • • • • • EX • Killer Whale gains flying until end of turn. 3/5.	SC	U	•	•	•
King Crab SC U • • • • • UL • Put target green creature on top of owner's library. 4/5.	SC	U	•	•	•
Kingfisher SC C • • • • • UZ Flying. When Kingfisher is put into a graveyard from play, draw a card. 2/2.	SC	C	•	•	•
Knight of the Mists SC C • • • • • VS Flying. When Knight comes into play, pay • or bury target Knight. 2/2.	SC	C	•	•	•
Krolikan Sarcophagus SC C • • • • • IA, 5th • Discard a card from your hand and draw a card. If you discarded a black card, draw two cards, keeping one and discarding the other. 1/1.	SC	C	•	•	•
Kukumasa Pirates SC R • • • • • MG If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.	SC	R	•	•	•
Kukumasa Serpent SC C • • • • • MG Islandhome. • Sacrifice an island. Target land an opponent controls is an island until end of turn. 4/3.	SC	C	•	•	•
Labyrinth Minotaur SC C • • • • • HL, 5th Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap step. 1/4.	SC	C	•	•	•
Land Equilibrium EN R • • • • • LG If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.	EN	R	•	•	•
Lat-Nam's Legacy INS C • • • • • AI Choose a card from your hand and shuffle that card into your library. Draw two cards at beginning of the next turn's upkeep.	INS	C	•	•	•
Launch EC • • • • • UZ Enchanted creature gains flying. When Launch is put into a graveyard from play, return Launch to owner's hand.	EC	•	•	•	•
Leap INS C • • • • • SH Target creature gains flying until end of turn. Draw a card.	INS	C	•	•	•
Legacy's Altura EN U • • • • • TM During your upkeep, you may put a counter on Altura. Sacrifice: Gain control of target creature with power no greater than the number of counters on Altura.	EN	U	•	•	•
Legedomain SOR U • • • • • TM Permanently exchange control of target artifact or creature opponent controls for control of target permanent of the same type.	SOR	U	•	•	•
Leviathan SC R • • • • • LG, 5th • Trapped. Comes into play. Does not untap as normal. You must sacrifice two islands during upkeep to untap Leviathan. In order to attack, you must sacrifice two islands. 10/10.	SC	R	•	•	•
Levitation EN U • • • • • UZ All creatures you control gain flying.	EN	U	•	•	•
Library of Lat-Nam SOR R • • • • • AI, 5th Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.	SOR	R	•	•	•
Lifetap EN U • • • • • LUR, 4th, 5th Gain 1 life whenever target opponent taps a forest.	EN	U	•	•	•
Litigal Refrain EN U • • • • • UZ During your upkeep, put a counter on Refrain. Sacrifice: Counter target spell unless its caster pays an additional X, where X is the number of counters on Refrain.	EN	U	•	•	•
Longing Mirage EL U • • • • • UZ Enchanted land is an island. Cycling.	EL	U	•	•	•
Lord of Atlantis SC R • • • • • Basic All Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•	•	•
Magiclax Hack INS R • • • • • LUR, 4th, 5th Change the text of a card being played or in play by switching one basic land type with another.	INS	R	•	•	•
Magics of the Deepsea SC • • • • • IA, 5th • Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it has haste. Artifact returns to its owner tapped at end of turn. 1/1.	SC	•	•	•	•
Mahamati's Dilemma SC R • • • • • LUR, 4th Flying. 5/5.	SC	R	•	•	•
Man-o-War SC C • • • • • VS When Man-o-War comes into play, return target creature to owner's hand. 2/2.	SC	C	•	•	•
Mana Breach EN U • • • • • EX When any player plays a spell, that player returns a land he controls to his hand.	EN	U	•	•	•
Mana Chains EC C • • • • • WL Enchanted creature gains "Cumulative upkeep: •".	EC	C	•	•	•
Mana Drain INS U • • • • • LG Counter target spell. At the beginning of your next main phase, add to your pool colorless mana equal to casting cost of spell.	INS	U	•	•	•
Mana Leak INS C • • • • • SH Counter target spell unless its caster pays an additional •.	INS	C	•	•	•
Mana Severance SOR R • • • • • TM	SOR	R	•	•	•

NAME	KIND	CR	PR	COST	SETS
Search your library for any number of lands and remove them from the game.					
Mana Short INS R • • • • • LUR, 4th, 5th All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	•	•	•
Mana Vortex EN R • • • • • DK Sacrifice a land when casting Vortex. All players must sacrifice a land during their upkeep. Vortex is destroyed when there are no lands in play.	EN	R	•	•	•
Mania Ray SC C • • • • • WL Islandhome. Cannot be blocked except by blue creatures. 3/3.	SC	C	•	•	•
Mania Riders SC C • • • • • TM • Mania Riders gains flying until end of turn. 1/1.	SC	C	•	•	•
Marjhan SC R • • • • • HL Islandhome. Does not untap as normal. • Sacrifice a creature to untap Marjhan. Use only during your upkeep. • 1/1 until end of turn. Do 1 damage to target attacking creature without flying. 8/8.	SC	R	•	•	•
Mask of the Mimic INS U • • • • • SH Sacrifice a creature. Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.	INS	U	•	•	•
Mawcor SC R • • • • • TM Flying. • Mawcor deals 1 damage to any target. 3/3.	SC	R	•	•	•
Middle INS U • • • • • MG	INS	U	•	•	•

NAME	KIND	CR	PR	COST	SETS
• Counter any spell that targets Mistfolk. 1/2.					
Mnemonic Silver SC U • • • • • TM Each Silver gains • Sacrifice this creature. Draw a card. 2/2.	SC	U	•	•	•
Morphling SC R • • • • • UZ • Untap Morphling. • Flying until end of turn. • Cannot be the target of spells or abilities until end of turn. • +1/-1 until end of turn. • -1/+1 until end of turn. 3/3.	SC	R	•	•	•
Musketier SC R • • • • • IA CU: • Put a counter on target creature. During its controller's upkeep, he pays • per counter or the creature is destroyed. 1/1.	SC	R	•	•	•
Mystic Decree EW R • • • • • HL All creatures lose flying and islandwalk.	EW	R	•	•	•
Mystic Might EL R • • • • • IA CU: • Tap this land. Target creature gains +2/-2 until end of turn.	EL	R	•	•	•
Mystic Remora EN C • • • • • IA CU: • You may draw a card whenever target opponent successfully casts a non creature spell. Opponent may pay • to counter this effect.	EN	C	•	•	•
Mystic Veil EC C • • • • • VS You may play Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.	EC	C	•	•	•
• Mystical Tutor INS U • • • • • MG, 5th Search your library for an instant, interrupt, mana source, or sorcery.	INS	U	•	•	•

STUMPELERS



Can I respond to the second ability of Black Market?

No. Because the second ability of Black Market produces mana, it is a mana ability. Therefore, it follows the same rules for all mana abilities; it resolves immediately and does not use the stack.

Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.					
Meditate INS R • • • • • TM Skip your next turn. Draw four cards.	INS	R	•	•	•
Memory Lapse INS C • • • • • HL, MG, 5th, 6th Counter target spell. Put that spell on top of its owner's library.	INS	C	•	•	•
Mental Discipline EN C • • • • • UD • Choose and discard a card from your hand. Draw a card.	EN	C	•	•	•
Merchant Scroll SOR C • • • • • HL Search your library for a blue instant or interrupt and add it to your hand.	SOR	C	•	•	•
Merchant Ship SC R • • • • • AN Islandhome. Gain two life if Ship attacks and is not blocked. 0/2.	SC	R	•	•	•
Merfolk Assassin SC U • • • • • DK • Destroy target creature that has islandwalk. 1/2.	SC	U	•	•	•
Merfolk Looter SC C • • • • • EX • Draw a card, then choose and discard a card. 1/1.	SC	C	•	•	•
Merfolk of Pearl Trident SC U • • • • • Basic 1/1. Four out of five Eugene T. Dudley's recommendations them.	SC	U	•	•	•
Merfolk Raiders SC C • • • • • MG Flying, islandwalk. 2/3.	SC	C	•	•	•
Merfolk Seer SC C • • • • • UZ • Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.	SC	C	•	•	•
Merfolk Traders SC C • • • • • WL When Traders come into play, draw a card, then discard a card. 1/2.	SC	C	•	•	•
Mersine EC C • • • • • FE Put 3 not counters on Mersine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.	EC	C	•	•	•
Mesmerize Trance EN R • • • • • IA CU: • Discard a card from your hand to draw a card.	EN	R	•	•	•
Metathran Elite SC U • • • • • UZ Metathran Elite is unblockable as long as it's enchanted. 2/3.	SC	U	•	•	•
Metathran Soldier SC C • • • • • UZ Metathran Soldier is unblockable. 1/1.	SC	C	•	•	•
Mind Bend INS U • • • • • MG Change the text of target permanent by replacing all instances of one color word or basic land type with another.	INS	U	•	•	•
Mind Bomb SOR U • • • • • DK, 4th, 5th Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from that player.	SOR	U	•	•	•
Mind Games INS C • • • • • SH Joybook. • Tap target artifact, creature, or land.	INS	C	•	•	•
Mind Harassment EC U • • • • • MG CU: • Gain control of target not or green creature.	EC	U	•	•	•
• Mind Over Matter EN R • • • • • EX Discard a card. Tap or untap target artifact, creature, or land.	EN	R	•	•	•
Mirazel SC U • • • • • EX Flying. If Mirazel is the target of any spell or ability, return Mirazel to owner's hand. 2/3.	SC	U	•	•	•
Misaccusation INS C • • • • • UZ Counter target spell unless its caster pays an additional •.	INS	C	•	•	•
Misdirection INS R • • • • • HM • You may move a blue card in your hand from the game into your hand. Target spell that targets another target instead.	INS	R	•	•	•
Misstep SOR C • • • • • MG Creatures target player controls don't untap during that player's next untap step.	SOR	C	•	•	•
Mist Dragon SC R • • • • • MG Flying. • Loses flying. • Phase out. 4/4.	SC	R	•	•	•
Misthail SC C • • • • • IA	SC	C	•	•	•

cery and reveal that card to all players. Put the card back on top of your library.					
Marshall	SC	R	••	••••	HL
First strike. Protection from red. 2/2.					
Noble Benefactor	SC	U	••••	••	WL
If Benefactor is put into any graveyard from play, each player may search his library for one card and put it into his hand. 2/2.					
Oath of Scholars	EN	R	••••	••	EX
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.					
Old Man of the Sea	SC	R	••••	••••	AN
• Gain control of creature with power no greater than Old Man's power. You may choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's power. 2/3.					
Ophidian	SC	U	••••	••	WL
• Draw a card. Ophidian deals no combat damage this turn. Use only if Ophidian is attacking and only once each turn. 1/3.					
Opportunity	INS	U	••••	••	UL
Target player draws four cards. Bah. Poor man's Ancestral.					
Opposition	EN	R	••••	••	UZ
Tap an untapped creature you control. Tap target artifact, creature, or land.					
Overtalker	SC	R	••••	••	MM
• Discard a card. Untap target creature and gain control of it until end of turn. It gains haste until end of turn. 1/1.					
Overmancer	SC	U	••	••••	VS
When Overmancer comes into play, return three basic lands you control to owner's hand or bury Overmancer. • Return Overmancer to owner's hand. Bury target creature and put a Shrapnel token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.					
Palmchurn	SC	R	••••	••••	UL
Flying. When Palmchurn comes into play, untap up to seven lands. • Return Palmchurn to owner's hand. 4/5.					
Paradigm Shift	SOR	R	••	••••	WL
Remove all cards in your library from the game. Shuffle your graveyard into your library.					
Part Water	SC	U	••	••••	LG
Give a target creature islandwalk until end of turn.					
Pendrell Drake	SC	C	••	••••	UZ
Flying. Cycling. 2/3.					
Pendrell Flux	EC	C	••••	••	UZ
Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."					
Pendrell Mists	EN	R	•••	••••	WL
Each creature gains "During your upkeep, pay • or bury this creature."					
Peregrine Drake	SC	U	•••	••••	UZ
Flying. When Drake comes into play untap up to five lands. 2/3.					
Phantasmal Forces	SC	U	••••	••••	LAURANth
Flying. Pay • cutting upkeep or Forces is destroyed. 4/4.					
Phantasmal Mists	SC	U	••••	••••	LAURANth
Target creature you control gains "This creature has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.					
Phantasmal Sphere	SC	C	••	••••	AI
Flying. At the beginning of your upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay • for each counter and bury Sphere. If Sphere leaves play, put an 0/1 token into play under opponent's control. Treat token as a "•" blue flying creature, where "•" is the number counters on Sphere. 0/1.					
Phantasmal Terrain	EL	C	••	••••	Basic

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NAME	KIND	CR	PR	COST	SETS
+1/+1 until end of turn 3/4.					
Strike of Genius	INS	R	***	●●●	U2
Target player draws X cards.					
Suffocation	INS	U	***	●●●	AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Castrip.					
Sunder	INS	R	***	●●●	U2
Return all lands to owner's hand.					
Sunken City	EN	R	***	●●●	DK, 4th
All blue creatures gain +1/+1. Pay ●●● during upkeep or destroy city.					
Swarm of Firebeetles	SC	U	***	●●●	MG
Cannot be the target of red spells or effects. Deal 1 damage to target creature or player, 1/1.					
Sylvan Priest	SC	U	***	●●●	FE
●●●●● Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.					
Tangle Kelp	EN	U	***	●●●	DK
Target creature stays tangle during upkeep if it attacked last turn. Tap target creature when the kelp is cast.					
Tamewild	SL	R	***	●●●	MG
Phasing. Trample. At the beginning of your upkeep, all lands you control phase out. 1/1.					
Tefari's Curse	EP	C	***	●●●	MG
Play on an artifact or creature. Enchant permanent gains phasing.					
Tefari's Drake	SC	C	***	●●●	MG
Flying, phasing, 3/2.					
Tefari's Imp	SC	R	***	●●●	MG
Flying, Phasing. When Tefari's Imp phases out, choose and discard a card. When Tefari's Imp phases in, draw a card. 1/1.					
Tefari's Realm	EN	R	***	●●●	VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands or global enchantments. All cards of chosen type phase out.					
Tefari's Veil	EN	U	***	●●●	WL
When one of your creature attacks, it phases out at end of combat.					
Teletinesis	INS	R	***	●●●	LG
Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap steps.					
Teletopic Spies	SC	U	***	●●●	UD
When Spies comes into play, look at target opponent's hand. 2/2.					
Teletopy	EN	U	***	●●●	U2
Each of your opponents plays with his hand revealed.					
Teleport	INS	R	***	●●●	LG, CH
Target creature cannot be blocked this turn.					
Temporal Adept	SC	R	***	●●●	UD
●●●●● Return target permanent to its owner's hand. 1/1.					
Thalakos Deciever	SC	R	***	●●●	SH
Shadow. Sacrifice. Gain control of target creature permanently. Use this ability only if Deciever is attacking and unblocked. 1/1.					
Thalakos Dreamweaver	SC	U	***	●●●	TM
Shadow. You leave Dreamweaver tapped. If Dreamweaver damages any opponent, tap target creature. As long as Dreamweaver remains tapped, that creature does not untap during its controller's untap step. 1/1.					
Thalakos Drifters	SC	R	***	●●●	EX
Choose and discard a card. Drifters gains shadow until end of turn. 3/3.					
Thalakos Mistfolk	SC	C	***	●●●	TM
Shadow. Put Mistfolk on top of owner's library. 2/1.					
Thalakos Scout	SC	C	***	●●●	EX
Shadow. Choose and discard a card. Return Scout to owner's hand. 2/1.					
Thalakos Seer	SC	C	***	●●●	TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.					
Thalakos Sentry	SC	C	***	●●●	TM
Shadow. 1/2.					
Theft of Dreams	SC	R	***	●●●	EX
For each tapped creature target opponent controls, draw a card.					
Thieving Magpie	SC	U	***	●●●	UD
Flying. Whenever Magpie damages your opponent, draw a card. 1/3.					
Thirst	EC	C	***	●●●	MG
Tap enchanted creature. During your upkeep, pay ●●● or bury Thirst. Enchanted creature does not untap during its controller's untap step.					
Thornwind Fairies	SC	C	***	●●●	UL
Flying. Deal 1 damage to target creature or player. 1/1.					
Thought Lash	EN	R	***	●●●	AI
CU Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. ●●● Remove the top card of your library from the game to prevent one damage to you.					
Thoughtless	INS	R	***	●●●	LUR, 4th
Change the color of a card being played or already in play to blue.					
Three Wishes	INS	U	***	●●●	VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.					
Thunder Wall	SC	U	***	●●●	IA
Flying. ●●● +1/+1 until end of turn. 0/2.					
Thwart	INS	U	***	●●●	MM
You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.					
Tidal Bore	INS	C	***	●●●	MM
You may return an island you control to its owner's hand instead of paying Bore's mana cost. Tap or untap target creature.					
Tidal Control	SC	U	***	●●●	AI
CU. Anyone may pay ●●● or 2 life to counter a red or green spell.					
Tidal Flats	EN	C	***	●●●	FE
●●● All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay ●●● for each attacking creature to prevent this effect.					
Tidal Influence	EN	U	***	●●●	FE
Put 1 counter on Influence when casting it and during upkeep. When there is one counter on Influence, all blue creatures get -2/-2. When there are 3 counters, all blue creatures get +2/+2. Remove all counters when there are four on Influence.					
Tidal Kraken	SC	U	***	●●●	MM
Tidal Kraken is unblockable. 6/6.					
Tidal Surge	SC	R	***	●●●	SH, 6th
Tap up to three target creatures without flying.					
Tidal Warrior	SC	C	***	●●●	SH
●●● Target land is an island until end of turn. 1/1.					
Tidal Wave	INS	U	***	●●●	MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that moves as a Wall. Bury the token at end of any turn.					
Time and Tide	INS	U	***	●●●	VS
All creatures phased out phase in while all creatures with					

NAME	KIND	CR	PR	COST	SETS
phasing phase out.					
Time Ebb	SC	R	***	●●●	TM
Put target creature on top of owner's library.					
Time Elemental	SC	R	***	●●●	LG, 4th, 5th
●●●●● Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 1 damage to its controller if it blocks or attacks. 0/2.					
Time Spiral	SC	R	***	●●●	U2
Remove Spiral from the game. Each player shuffles his graveyard and hand into his library, then draws 7 cards. Untap up to 6 lands.					
Time Walk	SC	R	***	●●●	LJ
Target player takes an extra turn after this one.					
Time Warp	SC	R	***	●●●	TM
Target player takes an extra turn after this one.					
Timevorter	SC	R	***	●●●	LJ
Put timevorter in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.					
Timid Drake	SC	U	***	●●●	WL, MM
Flying. If a creature comes into play, return Drake to your hand. 3/3.					
Tinker	SC	U	***	●●●	UL
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card, put that artifact into play.					
Tolerant Drake	SC	C	***	●●●	WL
Flying, phasing. 2/4.					
Tolerant Entrancer	SC	R	***	●●●	WL
Whenever Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.					
Tolerant Serpent	SC	R	***	●●●	WL
During your upkeep, put the top seven cards of your library into your graveyard. 1/1.					
Tolatan Winds	INS	C	***	●●●	U2
Discard your hand, then draw that many cards.					
Trade Routes	EN	R	***	●●●	MM
●●● Return target land you control to its owner's hand. ●●● Discard a land. Draw a card.					
Tradewind Rider	SC	R	***	●●●	TM
Flying. ●●● Tap two creatures you control: Return target permanent to owner's hand. 1/4.					
Transmute Artifact	SC	U	***	●●●	AG
Sacrifice an artifact to choose an artifact from your library and put it into play. Pay the difference if the new artifact costs more.					
Treebark	EN	R	***	●●●	UD
When cast, untap up to 5 lands. Gain control of enchanted creature.					
Treasure Trove	EN	U	***	●●●	EX
●●●●● Draw a card.					
Turnabout	INS	U	***	●●●	U2
Tap or untap all artifacts, creatures or lands target player controls.					
Twiddle	INS	C	***	●●●	LJ, 4th, 5th
Tap or untap target land, creature or artifact.					
Twitich	INS	C	***	●●●	TM
Tap or untap target artifact, creature or land. Draw a card.					
Underfoot	EN	U	***	●●●	VS
Creatures with Islandwalk may be blocked.					
Unholy	SC	R	***	●●●	LG
Return two target creatures to owner's hand.					
Unstable Mutation	EC	C	***	●●●	ANL, 4th, 5th
Target creature gains +3/+3. Put a -1/-1 counter on enchanted creature during your upkeep.					
Unstable Shapeshifter	SC	R	***	●●●	TM
Whenever any creature comes into play, Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
Unsummon	INS	C	***	●●●	Basic
Return target creature to its owner's hand.					
Updraft	INS	U	***	●●●	IA, 5th
Give target creature flying until end of turn. Castrip.					

STUMPERS

You may remove a white card in your hand from this game instead of paying Reverent Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.

Vanishing EC C *** ●●● VS
●●● Enchanted creature phases out.

Vaporous Djinn SC U *** ●●● MG
Flying. During your upkeep, pay ●●● or Djinn phases out. 3/4.

Veil of Birds EN C *** ●●● U2
When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with flying.

Veiled Apparition EN U *** ●●● U2
When one of your opponents successfully casts a spell, if Apparition is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, pay ●●● or sacrifice Apparition."

Veiled Crocodile EN R *** ●●● U2
When a player has no cards in hand, if Crocodile is an enchantment, Crocodile becomes a 4/4 Crocodile.

Veiled Sentry EN U *** ●●● U2
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an Illusion with power and toughness each equal to total casting cost of that spell.

Veiled Serpent EN U *** ●●● U2
When one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an Island Cycling.

Venerable Gold EC C *** ●●● U2
Put X counters on target creature and tap it. Creature does not

untap while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R *** ●●● LUR
Duplicate all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 7/7.

Vigilant Drake SC R *** ●●● U2
Flying. ●●● Untap Drake. 3/3.

Visceral Armor EC C *** ●●● U2
Enchanted creature gets +1/+1. ●●● Return Armor to owner's hand.

Visceral Drone SC U *** ●●● U2
●●● Sacrifice a creature and a Swamp. Bury target non-artifact creature. ●●● Sacrifice a creature and a Snow-covered Swamp. Bury target creature. 1/2.

Vision Charm INS C *** ●●● VS
Choose one—Target artifact, phases out; or put the top four cards from target player's library into his graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Illusionist SC U *** ●●● WL
●●●●● Target creature phases out. 2/2.

Vodalian Knights SC R *** ●●● U2
Islandhome. First strike. ●●● Flying until end of turn. 2/2.

Vodalian Mage SC C *** ●●● FE
●●● Counter target spell unless caster pays an extra ●●●. 1/1.

Vodalian Soldiers SC C *** ●●● FE, 5th, 6th
1/2.

Vodalian War Machine SC U *** ●●● FE
Tap a Merfolk you control. Machine may attack until end of turn or give Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SC R *** ●●● LUR, 4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Volrath's Curse EC C *** ●●● TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore the ability until end of turn. ●●● Return Volrath's Curse to owner's hand.

Volrath's Shapeshifter SC R *** ●●● SH
As long as top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. ●●● Discard a card. 0/1.

Walking Dream SC U *** ●●● SH
Dream is unblockable. Dream does not untap during your untap step if any opponent controls two or more creatures. 3/3.

Walking Sponge SC U *** ●●● UL
●●● Target creature loses flying, first strike or trample until end of turn. 1/1.

Wall of Air SC U *** ●●● Basic
Flying. 1/5.

Wall of Kelp SC R *** ●●● HL
Put a 0/1 wall Kelp token into play. 0/3.

Wall of Tears SC U *** ●●● SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.

Wall of Vapor SC C *** ●●● LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U *** ●●● LUR, 4th
●●● +1/+4. 0/5.

Wall of Wonder SC U *** ●●● LG, CH
●●● Give Wall +4/+4 and enable it to attack. 1/5.

War Tax EN U *** ●●● MM
Creatures can't attack this turn unless their controller pays ●●● for each attacking creature.

NAME	KIND	CR	PR	COST	SETS
Wind Dancer	SC	U	***	●●●	TM
Flying. ●●● Target creature gains flying until end of turn. 1/1.					
Wind Drake	SC	U	***	●●●	TM, 5th
Flying. 2/2.					
Wind Spirit	SC	U	***	●●●	IA, 5th, 6th
Flying. Spirit cannot be blocked by less than two creatures. 3/2.					
Windfall	SC	C	***	●●●	U2
Each player discards his hand and draws cards equal to the greatest number a player discarded this way.					
Winged Silver	SC	C	***	●●●	TM
All Silvers gain flying. 1/1.					
Winter's Chills	INS	R	***	●●●	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay ●●● or ●●● to prevent it from being destroyed. If it is spent, the creature deals 1 damage. 1/1.					
Wizard Mentor	SC	C	***	●●●	U2
●●● Return Mentor and target creature you control to owner's hand. 2/2.					
Word of Undeath	INS	C	***	●●●	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
Wrath of Marit Lage	EN	R	***	●●●	IA
Tap all red creatures. Red creatures do not untap as normal.					
Zaphid	SC	R	***	●●●	U2
Flying. Zaphid cannot be the target of spells or abilities. 3/4.					
Zephire Emblem	EC	U	***	●●●	U2
Enchanted Creature gets +2/+2, gains flying and cannot be target of spells or abilities.					
Zephyr Falcon	SC	C	***	●●●	LG, 4th, 5th
Flying. Does not tap to attack. 1/1.					
Zur's Weirding	EN	R	***	●●●	IA, 5th, 6th
All players play with hands face up. When a player draws a card, any player may pay 2 life to force the player to discard that card.					
Zuran Enchanter	SC	C	***	●●●	IA
●●●●● Opponent must discard 1 card. Play as a sorcery. 1/1.					
Zuran Spellcrafter	SC	C	***	●●●	IA
●●● Deals 1 damage to target creature or player. 1/1.					
Aashia Silver	SC	U	***	●●●	SH
Each Silver gains "Sacrifice this creature. This creature deals 2 damage to target creature or player." 2/2.					
Aldus Oakenshield	SL	R	***	●●●	U2
●●●●● Return a creature from your graveyard to your hand. 1/2.					
Alter of Bone	SC	R	***	●●●	IA
Sacrifice a creature. Search your library for a creature card.					
Angus Mackenzie	SL	R	***	●●●	LG
●●●●● Creatures deal no damage during combat. 2/2.					
Archevise Sabbath	SC	R	***	●●●	LG, CH
Flying. All your creatures gain +0/+2 when untapped. ●●● +0/+1. Pay ●●● during upkeep or bury Archevise. 1/1.					
Arwy Arns	SC	U	***	●●●	VS
●●● Sacrifice a land. Destroy target land. 1/1.					
Asmira, Holy Avenger	SL	R	***	●●●	MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.					
Axevold Gunnarson	SL	R	***	●●●	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axevold damaged it, gain 1 life and deal 1 damage to target player. 5/5.					
Ayeshia Tensho	SL	R	***	●●●	LG, CH
Bandring. ●●● Counter target artifact effect unless its controller spends ●●●. 2/2.					
Barktooth Warboard	SC	U	***	●●●	LG
6/5.					
Bartol Runeaxe	SL	R	***	●●●	LG
Cannot be target of enchantments. Does not tap to attack. 6/5.					
Benthic Djinn	SC	R	***	●●●	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.					
Boris Devlin	SC	R	***	●●●	U2
●●●●● Put a 1/1 red and black Demon token into play. 1/2.					
Breathesake's Crypt	EN	R	***	●●●	VS
Whenever any player draws a card, he reveals that card. If it is a creature card, that player pays ●●● life or discards the card.					
Cadaverous Bloom	EN	C	***	●●●	MG
Choose a card in your hand and remove it from the game. Add ●●● or ●●● to your mana pool.					
Centaur Archer	SC	U	***	●●●	IA
●●● Deal 1 damage to target flying creature. 3/2.					
Chromatic Armor	EC	R	***	●●●	IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to that creature by that color is reduced to 0. ●●● Put a counter on Armor and change color it protects against. X equals the number of counters.					
Chromium	SL	R	***	●●●	LG, CH
Flying, rampage. 2 Pay ●●●●● during upkeep or bury Chromium. 1/1.					
Circle of Despair	EN	R	***	●●●	MG
●●● Sacrifice a creature. Prevent all damage to any creature or player from any one source.					
Corrosion	EN	R	***	●●●	VS
Cumulative upkeep. ●●● During your upkeep, put a counter on each artifact target opponent controls due to corrosion by that color is reduced to 0. ●●● Put a counter on Artifact and change color it protects against. X equals the number of counters on that artifact. If Corrosion leaves play, remove all counters from the game.					
Crystalline Silver	SC	U	***	●●●	SH
Silvers cannot be the target of spells or abilities. 2/2.					
Dakken Blackblade	SL	R	***	●●●	LG, CH
●●● equals the number of lands you control. 7".					
Dark Heart of the Woodin	C	***	●●●	●●●	DK
Sacrifice a forest. Gain 3 life.					
Deirlium	INS	U	***	●●●	MG
Play on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The player who deals and takes no damage in combat this turn.					
Diabolic Vision	SC	U	***	●●●	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.					
Discordant Spirit	SC	R	***	●●●	MG
At end of target opponent's turn, put a +1/+1 counter on Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Spirit. 2/2.					
Dracoplain	SC	R	***	●●●	TM
Flying. When you play Dracoplain, sacrifice any number of creatures. Gains into play with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. ●●● Dracoplain gets +1/+0 until end of turn. 7".					
Earthlink	EN	R	***	●●●	IA
Pay ●●● during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must					

MAGIC

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Players Guide

NAME	KIND	CR	PR	COST	SETS
sacrifice a land					
Elemental Argury	EN	R	***	●●●	IA
●●● Look at top 3 cards of any library and put them back in any order.					
Emberwilde Gallop	SC	R	***	●●●	MG
Flying. Trample. Caliph attacks each turn if able. For each damage Caliph successfully deals, lose 1 life. 4/4.					
Energy Arc	INS	U	***	●●●	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.					
Energy Bolt	SOR	R	***	●●●	MG
Do X damage to target player or target player gains X life.					
Essence Vortex	INS	U	***	●●●	IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.					
Femeral Enchantress	SC	R	***	●●●	VS
When an enchantment is put into a graveyard, draw a card. 1/2.					
Fiery Justice	SOR	R	***	●●●	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.					
Fire Covenant	INS	U	***	●●●	IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.					
Firestorm Rehearse	SC	R	***	●●●	VS
Flying, trample. Cumulative upkeep ●●● 6/6.					
Flooded Woodlands	SC	R	***	●●●	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.					
Frantic Etern	SC	R	***	●●●	MG
Flying. ●●● Flip a coin. If the flip ends in your favor Frantic Etern phases out. Otherwise, bury Frantic Etern. 2/1.					
Femeral	SOR	U	***	●●●	IA
Pay 3 life. Destroy a land and a creature.					
Gabriel Angelife	SL	R	***	●●●	LG, CH
During your upkeep, Gabriel Angelife gains either flying, first strike, trample or rampage. 3 until your next upkeep. 4/4.					
Ghastly Flame	EN	R	***	●●●	IA
Black and red permanents and spells are colorless sources of damage.					
Ghost Trap	SC	R	***	●●●	IA
●●● Spider and target non-flying creature which is attacking you are removed from the game. 2/3.					
Glauciers	EN	R	***	●●●	IA
All mountains are plains. Pay ●●● during upkeep or bury Glauciers.					
Gosta Dirk	SL	R	***	●●●	LG
First strike. Creatures with islandwalk may be blocked. 4/4.					
Grim Feast	EN	R	***	●●●	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to its toughness.					
Guiding Spirit	SC	R	***	●●●	VS
Flying. ●●● If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.					
Graveling Of Gores	SL	R	***	●●●	LG
●●● Target player randomly discards a card. Play as a sorcery. 3/5.					
Halfdane	SL	R	***	●●●	LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. 7/7.					
Harbor Guardian	SC	U	***	●●●	MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.					
Hunting Apparition	SC	U	***	●●●	MG
Flying. "Is number of green creatures in opponent's graveyard 1-7/2."					
Hazards Drake	SC	U	***	●●●	MG
Flying. Protection from red. 2/3.					
Hazezon Tamar	SL	R	***	●●●	LG
On the upkeep after Hazezon enters play, put "tokens in play where " is the number of lands you control. Treat tokens as 1/1 red, white and green creatures. Remove all tokens if Hazezon leaves play. 2/4.					
Hibernation Silver	SC	U	***	●●●	SH
Each Silver gains "Pay 2 life. Return this creature to owner's hand." 2/2.					
Hunting Gjornersen	SL	U	***	●●●	LG
Rampage: 1.5/4.					
Hymn of Rebirth	SOR	U	***	●●●	IA
Take a creature from any graveyard and put it into play under your control.					
Jacques le Vert	SL	R	***	●●●	LG
All your green creatures gain +D/+2. 3/2.					
Jasmine Boreas	SL	U	***	●●●	LG
4/5.					
Joelt Gense	SL	U	***	●●●	LG
5/5.					
Journal of the Closest Fiat	SL	U	***	●●●	LG
6/5.					
Jehan	SL	R	***	●●●	LG, CH
As long as Jehan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.					
Jungle Trail	SC	U	***	●●●	MG
●●● Regenerate. ●●● Regenerate. 2/1.					
Kaervell's Fange	SOR	U	***	●●●	MG
Destroy target creature with casting cost equal to X. Fange deals to creature's controller damage equal to the creature's power.					
Kasimir the Lane Wolf	SL	U	***	●●●	LG
5/3.					
Kail Yakabach	SL	R	***	●●●	LG, CH
●●● Prompt up to 2 damage to target creature. 2/2.					
Kjeldoran Frostbeast	SC	U	***	●●●	IA
All creatures blocking or blocked by Frostbeast are destroyed at end of combat. 2/4.					
Lady Catherine	SL	R	***	●●●	LG
●●● Do 3 damage to target attacking or blocking creature. 3/6.					
Lady Evangela	SL	R	***	●●●	LG

NAME	KIND	CR	PR	COST	SETS
●●● Target creature deals no combat damage this turn. 1/2.					
Lady of the Mountain	SL	U	***	●●●	LG
5/5.					
Lady Drea	SL	U	***	●●●	LG
7/4.					
Leaning Gargoyle	SC	R	***	●●●	MG
Flying. ●●● Gets -2/+2 and loses flying until end of turn. 2/2.					
Lim-Dul's Paladin	SL	U	***	●●●	IA
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +5/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.					
Lim-Dul's Vault	INS	U	***	●●●	AI
Check the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library and those five on top of your library in any order.					
Livewire Saline	SC	R	***	●●●	LG
First strike. Legendary landwalk. 4/4.					
Lobotomy	SOR	U	***	●●●	TM
Look at target player's hand and choose any card other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Lord Magnus	SL	U	***	●●●	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.					
Lord of Tresserhorn	SC	R	***	●●●	IA
When Lord comes into play, pay 2 life and sacrifice two creatures; target opponent draws 2 cards. ●●● Regenerate. 10/4.					
Malignant Growth	EN	R	***	●●●	MG
CU: ●●● During upkeep, add a counter. During opponent's draw step, he draws an additional card and takes 1 damage for each counter.					
Markshaft Eldraggon	SL	U	***	●●●	LG, CH
Rampage: 1.4/6.					
Marsh Goblines	SL	C	***	●●●	DK
Swampwalk. 1/1.					
Morieke Ri Berit	SL	R	***	●●●	IA
Does not untap. ●●● Gain control of target creature. If Morieke leaves your control or becomes untapped, that creature is tapped. 1/1.					
Misfortune	SOR	R	***	●●●	IA
AI Opponent chooses. Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.					
Moonson	EN	R	***	●●●	IA
If an island is untapped at the end of its controller's turn, Moonson deals 1 damage to that player and the island becomes tapped.					
Mountain Titan	SC	R	***	●●●	IA
●●● For the rest of the turn, put a +1/+1 counter on Titan whenever you successfully cast a black spell. 2/2.					
Mundings	SC	U	***	●●●	VS
●●● Double target spell unless that spell's caster pays an additional ●●● and 1 life. 1/1.					
Nature's Blessing	EN	U	***	●●●	AI
●●● Choose and discard a card from your hand to have target creature permanently gain first strike, trample or +1/+1.					
Nobuchadnezzar	SL	R	***	●●●	LG, CH
●●● Name a card. Opponent randomly reveals X cards in hand and discards any of the named card. Play as a sorcery. 3/3.					
Nicol Boles	SL	R	***	●●●	LG, CH
Flying. An opponent damaged by Nicol Boles must discard his entire hand. Pay ●●● during upkeep or bury Nicol Boles. 7/7.					

NAME	KIND	CR	PR	COST	SETS
life to put any card under Purgatory into play.					
Pygmy Hippo	SC	R	***	●●●	VS
●●● If Hippo attacks and is not blocked, you may choose to have it deal no combat damage. If you do, defending player draws an extra mana from his lands and then his pool is emptied. After combat, add an equal amount of colorless mana to your pool. 2/2.					
Radiant Essence	SC	U	***	●●●	MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.					
Ranger	SL	R	***	●●●	LG
●●●●● Regenerate target creature. 2/2.					
Ramirez DePietra	SL	U	***	●●●	LG
First strike. 4/3.					
Rampage Overbark	SL	R	***	●●●	LG
●●● Destroy a target creature with an enchantment on it. 4/3.					
Ranger en-Vite	SC	U	***	●●●	TM
First strike. ●●● Regenerate Ranger en-Vite. 2/2.					
Rasputin Drownweaver	SL	R	***	●●●	LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.					
Reclamation	EN	R	***	●●●	IA
No black creature can attack unless its controller sacrifices land when that creature attacks.					
Refined Damage	INS	R	***	●●●	MG
●●● Refract all damage dealt by one source to that source's controller.					
Reparations	EN	R	***	●●●	MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.					
Righteous War	EN	R	***	●●●	VS
All white creatures you control gain protection from black. All white creatures you control gain protection from white.					
Riven Turnbull	SL	U	***	●●●	LG
●●● Add ●●● to your mana pool. 5/7.					
Rocket Basilisk	SC	R	***	●●●	MG
Whenever Rocket Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.					
Rohrbach of Khor Keep	SL	R	***	●●●	LG
All your Knights of Khor Keep gain +2/+2. Pay ●●● during upkeep or Rohrbach and Korbels tap and come under opponent's control. 5/5.					
Rubinia Soulsinger	SL	R	***	●●●	LG
●●● Gain control of target creature. You lose control when Rubinia leaves your control or becomes untapped. You may leave Rubinia tapped. 2/3.					
Savage Twister	SOR	U	***	●●●	MG
Savage Twister deals X damage to each creature.					
Sewback Mantlers	SC	R	***	●●●	MG
●●● Flying. ●●● Deal 2 damage to target attacking or blocking creature. Use only once and only if Mantlers is in combat. 2/4.					
Scalesbane's Elfin	SC	U	***	●●●	VS
Protection from black. 4/4.					
Scarwood Goblins	SC	C	***	●●●	DK
2/2.					
Sealed Fats	SOR	U	***	●●●	MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top in any order.					
Segmented Worm	SC	U	***	●●●	TM
Whenever Worm is the target of a spell or ability put a -1/-1 counter on it. 5/5.					

NAME	KIND	CR	PR	COST	SETS
Swiftkicker the Swamp King	SL	R	***	●●●	LG,CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.					
Soltari Guerrillas	SC	R	***	●●●	TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.					
Spatial Binding	EN	U	***	●●●	MG
Pay 1 life. Target cannot phase out until your next upkeep.					
Spectral Shield	EC	U	***	●●●	IA
Target creature gains +D/+2 and cannot be the target of spells.					
Spined Silver	SC	U	***	●●●	SH
If a Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.					
Spontaneous Combustion	INS	U	***	●●●	TM
Sacrifice a creature. Deals 3 damage to each creature.					
Spontaneous Resources	EN	R	***	●●●	VS
Sacrifice a land. Add to your pool one mana of any type the land could produce.					
Stangus	SL	R	***	●●●	LG,CH
Put Stangus Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.					
Stem Spirit	SL	R	***	●●●	IA
Flying. ●●● Do 2 damage to target creature. 3/3.					
Stormbird	EN	R	***	●●●	IA
●●● Discard a card at random to do 2 damage to any target.					
Suleiman's Legacy	EN	R	***	●●●	VS
When Suleiman's Legacy comes into play, bury all Djinn and Eternels. Regenerate a Djinn or Eternal comes into play, bury it.					
Sanctified Falconer	SL	U	***	●●●	LG
●●● Add two colorless mana to your mana pool. 4/4.					
Scard of Strength	INS	U	***	●●●	AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is its casting cost.					
Tempest Drake	SC	U	***	●●●	VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.					
Tetsuo Umezawa	SL	R	***	●●●	LG
●●●●● Destroy target tapped or blocking creature. Tetsuo may not be targeted by an enchant creature spell. 3/3.					
Tobias Andrian	SL	U	***	●●●	LG,CH
4/4.					
Tar Wauki	SL	U	***	●●●	LG,CH
●●● Do 2 damage to target attacking or blocking creature. 3/3.					
Tersten Von Uruss	SL	U	***	●●●	LG
5/5.					
Tukinir Deathlock	SL	R	***	●●●	LG,CH
Flying. ●●● Target creature gets +2/+2 until end of turn. 2/2.					
Unfulfilled Desires	EN	R	***	●●●	MG
●●● Pay 1 life. Draw a card, then choose and discard a card.					
Ur-Drago	SL	R	***	●●●	LG
First strike. Creatures with swampwalk may be blocked. 4/4.					
Vanelsia Aumard	SL	R	***	●●●	LG,CH
Flying. ●●● +1/+0. ●●● +1/+0. Pay ●●● during upkeep or bury Vanelsia Aumard. 7/7.					
Vhati Ji-Dai	SL	R	***	●●●	TM
●●● Target creature's power or toughness is 1 until end of turn. 3/3.					
Viasihvan Dragon	SC	R	***	●●●	VS
Flying. ●●● +1/+0 until end of turn. ●●● +0/+1. 4/4.					
Victual Silver	SC	U	***	●●●	SH
Each Silver gains "Sacrifice this creature. Gain 4 life." 2/2.					
Vitalizing Cascade	INS	U	***	●●●	MG
Gain X-3 life.					
Wandering Mage	SC	R	***	●●●	AI
●●● Pay 1 life to prevent up to 2 damage to any creature. ●●● Prevent one damage to any Cleric or Wizard. ●●● Put a 1/1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.					
Warping Worm	SC	R	***	●●●	MG
Phasing. During your upkeep, pay ●●● or Worm phases out. When Worm phases in, put a +1/+1 counter on it. 1/1.					
Wellspring	EL	R	***	●●●	MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of it.					
Windrunner Falcon	SC	U	***	●●●	MG
Flying. Protection from blue. 1/1.					
Wings of Aesthri	EC	U	***	●●●	IA
Give target creature flying, first strike, and +1/+0.					
Winter's Night	EW	R	***	●●●	AI
When a snow-covered land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap step.					
Wood Sage	SC	R	***	●●●	TM
●●● Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1.					
Xira Arken	SL	R	***	●●●	LG,CH
Flying. ●●●●● Target player draws a card. 1/2.					
Zebra Unicorn	SC	U	***	●●●	MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.					

NAME	KIND	CR	PR	COST	SETS
Enchanted creature gains +2/+2 for each other enchantment in play.					
Ancient Silverback	SC	R	***	●●●●	UD
● Regenerate Ancient Silverback 6/5					
Apes of Rath	SC	U	***	●●●●	TM
If Apes attacks, it does not untap during your next untap, 5/4.					
Arborea	EW	U	***	●●●●	LS
If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player until after his next turn.					
Arctic Wolves	SC	U	***	●●●●	WL
CU ● When Arctic Wolves comes into play, draw a card. 4/5					
Argothian Elder	SC	U	***	●●●●	UZ
● Untap two target lands. 2/2.					
Argothian Enchantress	EN	R	***	●●●●	UZ
Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment spell, draw a card. 0/1					
Argothian Pixies	SC	C	***	●●●●	AQ CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from enchanted creatures is reduced to 2/1.					
Argothian Swine	SC	C	***	●●●●	UZ
Temple 3/3					
Argothian Trefoil	SC	C	***	●●●●	AQ
Any damage Trefoil takes from an artifact is reduced to 0. 5/2					
Argothian Wurm	SC	R	***	●●●●	UZ
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library. 5/5.					
Armor of Thorns	EC	C	***	●●●●	MG
You may play Armor as an instant. If you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2					
Aspect of Wolf	EC	R	***	●●●●	LS, R, 4th, 5th
Target gets +X/+X, where X is half the number of forests you control.					
Auracle	SC	C	***	●●●●	IA, 5th
Temple. Gains +1/+0 for each other Auracle that attacks. 2/3.					
Aurum Willow	SL	R	***	●●●●	HL
Cannot be the target of spells or effects. ● Target player may target Willow with spells or effects until the end of turn. 4/4.					
Avening Druid	SC	C	***	●●●●	EX
If Druid damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard. 1/3					
Avoid Fate	INS	C	***	●●●●	LG
Counter target interrupt or enchantment targeting a permanent you control.					
Awakening	EN	R	***	●●●●	SH
At the beginning of each upkeep, untap all creatures and lands.					
Baldwin Bears	SC	C	***	●●●●	IA
2/2.					
Barbaric Apes	SC	C	***	●●●●	LG
2/2					
Barbed Foliage	EN	J	***	●●●●	MG
When a creature attacks you, it loses flanking. When a creature with flying attacks you, Barbed Foliage deals 1 damage to it.					
Barish	SC	C	***	●●●●	WL
If Barish is put into graveyard from play, remove Barish from the game. Then shuffle all creature cards from your graveyard into your library. 4/3.					
Bayou Dragonfly	SC	C	***	●●●●	TM
Flying, swampwalk. 1/1.					
Bequested	EC	C	***	●●●●	EX
If enchanted creature is put into any graveyard, draw two cards.					
Berserk	INS	U	***	●●●●	LJ
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.					
Bifurcated	SUR	R	***	●●●●	MM
Search your library for a copy of target creature card in play and put that card into play.					
Blind of Paradise	SC	R	***	●●●●	Basic
Flying. ● Add one mana of any color to your mana pool. 0/1.					
Blanchwood Armer	EC	J	***	●●●●	JZ
Enchanted creature gets +X/+X where X is the number of forests you control.					
Blanchwood Trefoil	SC	C	***	●●●●	UZ
4/5					
Blizzard	EN	R	***	●●●●	IA
CU: ● Flying creatures do not untap.					
Blistered Toad	SC	C	***	●●●●	UL
Protection from blue. Cycling. 2/2.					
Blissful Wreath	SC	C	***	●●●●	WL
Can life equal to the number of creatures in your graveyard.					
Blue Coastier	SC	U	***	●●●●	MM
● Constructor gains +3/+3 until end of turn. 3/3.					
Bounty of the Hunt	INS	U	***	●●●●	AI
You may remove a green card from your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.					
Brier Patch	EN	U	***	●●●●	TM
Whenever a creature attacks you, it gets 1/0 until end of turn.					
Brier Shield	EC	C	***	●●●●	WL
+1/+1. Sacrifice: Enchanted creature gets +3/+3 until end of turn.					
Broken Fall	EN	C	***	●●●●	TM
Return Broken Fall to owner's hand. Regenerate target creature.					
Brown Dogies	SC	C	***	●●●●	IA
●●●● Counter an artifact ability that requires an activation cost. 1/1.					
Bushwack	SC	R	***	●●●●	MG
If Bushwack blocks or is blocked it gets 2/2+ 3/2.					
Bull Elephant	SC	C	***	●●●●	VS
When Bull Elephant comes into play, return two forests to control to owner's hand or bury Bull Elephant. 4/4.					
Bull Hippo	SC	J	***	●●●●	JZ
Islandwalk 3/3.					
Burning	EN	R	***	●●●●	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					
Coil of the Wild	EN	R	***	●●●●	WL, 5th
●●●● Reveal the two cards of your library to all players. If that card is a creature card put it into play. Otherwise, discard it.					
Caller of the Hunt	SC	R	***	●●●●	MM
As you play Caller of the Hunt, choose a creature type. Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type. 7/7.					
Camouflage	EN	C	***	●●●●	LJ
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore legal blocks.					
Canopy Dragon	SC	R	***	●●●●	MG
Trample. ●● Flying and loses trample until end of turn. 4/4.					
Canopy Spider	SC	C	***	●●●●	TM
Canopy Spider can block creatures with flying. 1/3.					
Carpenter	EC	C	***	●●●●	HL, 5th
+0/+2. Sacrifice Carpenter to regenerate the creature it enchants.					
Carnassid	SC	R	***	●●●●	SH
Trample. ●●●● Regenerate Carnassid. 5/4.					

NAME	KIND	CR	PR	COST	SETS
Carnivorous Plant	SC	C	***	●●●●	DK, 4th
Counts as a wall. 4/5.					
Carpet of Flowers	EN	J	***	●●●●	UZ
During your main phase, you may add up to X mana of one color to your pool, where X is the number of lands target opponent controls.					
Cartographer	SC	U	***	●●●●	EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.					

Cat Warriors	SC	C	***	●●●●	LS, CH, 5th
Forestwalk 2/2.					
Cautious Wasps	SC	U	***	●●●●	MM
Flying. Whenever Wasps deal combat damage to a player, you must destroy target artifact that player controls. 1/1.					
Chained	SC	C	***	●●●●	UZ
● Add ● to your pool for each life point you sacrifice.					
Charging Rhino	SC	U	***	●●●●	TM
Rhino cannot be blocked by more than one creature. 4/4.					
Child of Gaea	SC	R	***	●●●●	UZ
Trample. During your upkeep, pay ●●●● or sacrifice Child of Gaea. Regenerate Child of Gaea. 7/7.					
Choko	EN	U	***	●●●●	TM
Islands do not untap during their controllers' untap steps.					
Choking Vines	INS	C	***	●●●●	WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deal 1 damage to each of those creatures.					
Chink Toad	SC	C	***	●●●●	IA, 5th
Gains +2/+2 until end of turn when blocked or blocked. 1/1.					
Citadel Cantabars	SC	R	***	●●●●	UZ
Echo. Cannot be the target of spells or abilities. 6/3.					
Citadel Druid	SC	U	***	●●●●	AQ
Add a -1/-1 counter whenever opponent casts an artifact. 1/1.					
Citadel Hierophants	SC	R	***	●●●●	UZ
Each creature you control gains ●●●● to your pool. 3/2.					
City of Solitude	EN	R	***	●●●●	VS
Each player may play spells and abilities only during his turn.					
Clear the Land	SUR	R	***	●●●●	MM
Each player reveals the top five cards of his library, puts into play tapped all lands cards revealed this way, and removes the rest from the game.					
Cockatrice	SC	R	***	●●●●	LS, R, 4th, 5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Coconut	EC	C	***	●●●●	LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.					
Collective Unconscious	SUR	R	***	●●●●	MM
Draw a card for each creature you control.					
Compact	EN	U	***	●●●●	UD
When a black card is put into one of your opponent's graveyards, you may draw a card.					
Concordant Crescendos	EW	R	***	●●●●	LG, CH
All creatures have haste.					
Constant Mists	INS	U	***	●●●●	SH
Backsack-Sacrifice a land. Creatures deal no combat damage.					
Crafted Echo	SC	U	***	●●●●	UZ
Trample. Echo 4/4.					
Craft of Rhinos	SC	C	***	●●●●	MG
Temple 8/4.					
Crashing Bears	SC	U	***	●●●●	EX
If Bears attacks, defending player chooses an unblocked creature he controls. That creature's Bears this turn if able. 4/4.					
Craw Giant	SC	L	***	●●●●	LS, 5th
Trample. Rampage: 2. 6/4.					
Craw Wurm	SC	C	***	●●●●	LS, R, 4th, 5th
6/4					
Crazed Armodon	SC	R	***	●●●●	TM
● Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.					
Crippling Mael	SUR	U	***	●●●●	VS, 5th
Destroy target artifact, land, or enchantment.					
Drop Rotation	INS	C	***	●●●●	UL
Sacrifice a land. Search your library for a land and put it into play.					
Crowshew Ambush	INS	C	***	●●●●	SH
All creatures you control can block flying creatures this turn.					
Crosswinds	EN	U	***	●●●●	LJ
All creatures with flying get -2/0.					
Crumble	INS	C	***	●●●●	AQ, R, 4th, 5th
Bury target artifact. Controller gains 1 life equal to its casting cost.					
Cycle of Life	EN	R	***	●●●●	MG
Return to your hand. Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.					
Cyclone	EN	R	***	●●●●	AN, CH

NAME	KIND	CR	PR	COST	SETS
Add one token per upkeep. Pay ● for each token or bury Cyclone and do 1 damage per token to all players and creatures.					
Darkwater Eyes	SC	U	***	●●●●	UL
Protective from black. Cycling. 2/2.					
Daughter of Auburn	SC	R	***	●●●●	HL
● Redact 1 damage from target white creature to Daughter. 2/4.					
Dawnstrider	SC	R	***	●●●●	MM
● Discard a card. Prevent all combat damage that would be dealt this turn. 1/1.					
Deadfall	EN	U	***	●●●●	LG
Creatures with forestwalk may be blocked.					
Deadly Insect	SC	C	***	●●●●	AI, MM
Can't be the target of spells or abilities. 5/1.					
Decomposition	EC	U	***	●●●●	MG
Play on a black creature. Creature gains ●●●● 1 life. If enchanted creature is put into the graveyard, its controller casts 2 life.					
Deepwood Drummer	SC	C	***	●●●●	MM
● Discard a card. Target creature gains +2/+2 until end of turn. 1/1.					
Deepwood Elder	SC	R	***	●●●●	MM
● Discard a card. X target lands becomes forests until end of turn. 2/2.					
Deepwood Tantor	SC	U	***	●●●●	MM
Whenever Tantor becomes blocked, you gain 2 life. 2/4.					
Deepwood Wolverine	SC	C	***	●●●●	MM
Whenever Wolverine becomes blocked, it gains +2/+0 until end of turn. 1/1.					
Defense of the Heart	EN	R	***	●●●●	UL
During your upkeep if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play.					
Dense Foliage	EN	R	***	●●●●	WL, 5th
Creatures cannot be the target of spells.					
Deranged Hermit	SC	R	***	●●●●	UL
Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All squirrels get +1/+1. 1/1.					
Desert Twister	SUR	U	***	●●●●	MM
AN, R, 4th, 5th MM					
Destroy target permanent.					
Dire Wolf	SC	C	***	●●●●	IA
Game banding if you control any plains. 2/2.					
Discolor Wurm	SC	R	***	●●●●	TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.					
Downdraft	EN	U	***	●●●●	WL
● Target creature loses flying until end of turn. Sacrifice: Downdraft deals 2 damage to each creature with flying.					
Drop of Honey	EN	R	***	●●●●	AN
Destroy lowest-powered creature during your upkeep. Drop of honey is destroyed when there are no more creatures.					
Durkwood Beast	SC	C	***	●●●●	LG, 4th, 5th
4/4					
Early Harvest	INS	R	***	●●●●	MG, 5th
Target player untaps all basic lands he or she controls.					
Earthfall	EN	R	***	●●●●	TM
Tap an untapped creature you control. Untap target basic land.					
Earthlore	EC	C	***	●●●●	IA
Tap enchanted land. Target blocking creature gets +1/+2 until end of turn.					
Endanet, Lord of Leaves	SL	R	***	●●●●	TM
● Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.					
Endless Vineyard	EN	R	***	●●●●	AN
At beginning of each player's main phase, add ● to that player's pool.					
Elder Druid	SC	R	***	●●●●	IA, 5th, 6th
● Tap or untap target land, creature or artifact. 2/2.					
Elephant Grass	EN	U	***	●●●●	VS
CU: ● Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays ● for each attacking creature.					
Elven Cache	SUR	C	***	●●●●	VS, 5th
Return target card from your graveyard to your hand.					
Elven Fortify	EN	C	***	●●●●	FE
● Target blocking creature gains +0/+1 until end of turn.					
Elven Peltidae	EN	U	***	●●●●	EX
Sacrifice a forest. Target attacking gets -3/0 until end of turn.					
Elven Riders	SC	L	***	●●●●	LS, R, 4th, 5th
Cannot be blocked except by walls and flying creatures. 3/3.					
Elven Ride	SUR	J	***	●●●●	SH
Put a total of two -1/+1 counters on any number of target creatures.					
Elven Warbands	SC	R	***	●●●●	TM
If Warbands is blocked, tap the blocker on top of owner's library. 2/2.					
Elven Wood Shadow	SC	U	***	●●●●	DK
● Add ● to mana pool and lose 1 life. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Elvish Archers	SC	R	***	●●●●	Basic
First strike. 2/1.					
Elvish Bard	SC	U	***	●●●●	AI
All creatures able to block bard must do so. 2/4.					
Elvish Berserker	SC	C	***	●●●●	EX
For each creature that blocks it, Berserker gets +1/+1 until end of turn. 1/1.					
Elvish Farmer	SC	R	***	●●●●	FE
Put a spare counter on Farmer during your upkeep. Remove three spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling. Gain 2 life. 0/2.					
Elvish Flyer	INS	C	***	●●●●	TM
Bayleth ●●●●. Target creature gets +2/+2 until end of turn.					
Elvish Herder	SC	C	***	●●●●	FE
●●●●. Target creature gains trample until end of turn. 1/1.					
Elvish Hunter	SC	C	***	●●●●	FE
●●●●. Target creature does not untap during its next untap step. 1/1.					
Elvish Lookout	SC	C	***	●●●●	UD
Elvish Lookout can't be the target of spells or abilities. 1/1.					
Elvish Lyrist	SC	C	***	●●●●	UZ
●●●●. Sacrifice. Destroy target enchantment. 1/1					
Elvish Piper	SC	R	***	●●●●	AI
●●●●. Put a creature under your hand into play. 1/1.					
Elvish Ranger	SC	C	***	●●●●	AI
4/1.					
Elvish Scout	SC	C	***	●●●●	FE
●●●●. Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1.					
Elvish Spirit Guide	SC	U	***	●●●●	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add ●● to mana pool. 2/2.					
Emerald Charm	INS	C	***	●●●●	VS
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn. 1/1.					
Emerald Fragments	SC	R	***	●●●●	LG, CH
Flying. ●●●●. First strike until end of turn. 1/1.					
Emperor Crocodile	SC	R	***	●●●●	UD
When you control no other creatures, sacrifice Crocodile. 5/5.					
Endangered Armadon	SC	C	***	●●●●	SH
If you control any creature with toughness 2 or less, sacrifice Armadon. 4/5.					
Endless Wurm	SC	R	***	●●●●	UZ
Trample. During your upkeep, sacrifice an enchantment or sacrifice Wurm 2/3.					
Erlham Opfin	SC	U	****	●●●●	AN, CH
During upkeep give forewalk to an opponent's creature until next upkeep. 4/5.					
Ertlitzon	SC	R	***	●●●●	NM
Whenever Ertlitzon attacks, put a +1/+1 counter on target creature of defending player's choice. 4/4.					
Essence Filter	SOR	C	***	●●●●	IA
Destroy either all enchantments or all enchantments that aren't white.					
Eureka	SC	R	***	●●●●	LG
Both players may put a permanent from their hand directly in play. Players take turns paying cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is U.					
●●●●. You may play an additional land each turn.					
Faerie Noble	SC	R	***	●●●●	UZ
Flying. All Faeries gain +0/+1. ●●. All Faeries gain +1/+0 until the end of turn. 2/2.					
Fallow Earth	SOR	U	***	●●●●	MG, 6th
Put target land on top of owner's library.					
Fallow Wurm	SC	J	***	●●●●	WL
When Wurm comes into play, discard a land or bury Fallow Wurm 4/4.					
Familiar Dragon	EN	U	***	●●●●	WL, 8th
During upkeep, creatures cannot be blocked by more than one creature.					
Feastful Foe	INS	U	***	●●●●	IA
Give a creature +3/+0 and trample until end of turn.					
Fastbond	EN	R	***	●●●●	LJJR
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play.					
Fecundity	EN	U	***	●●●●	UZ
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.					
Fewer's Archers	SC	U	***	●●●●	MG, 6th
●●. De 4 damage to target attacking creature with flying. 2/2.					
Feral Instinct	INS	C	***	●●●●	VS
Target creature gets +1/+1 until end of turn. Castrip. ●●●●.					
Feral Thadde	SC	U	***	●●●●	FE
Add a counter during upkeep. Remove 3 counters. Regenerate. 6/3.					
Ferocity	EC	C	***	●●●●	NM
Whenever enchanted creature becomes blocked, you may put a +1/+1 counter on it.					
Fertile Ground	EC	C	***	●●●●	UZ
Whenever target is tapped for mana, it produces an additional mana of any color.					
Fire Sprites	SC	C	***	●●●●	LG
Flying. ●●●●. Add ●● to mana pool. 1/1.					
Flaming Drake	SC	U	***	●●●●	TM
Flying. If Flaming Drake is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.					
Floral Spuzzan	SC	U	***	●●●●	LG
If Spuzzan attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.					
Fog	INS	C	***	●●●●	Basic; MG
Prevent creatures deal no damage in combat this turn.					
Folk of An-Nvra	SC	J	***	●●●●	HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.					
Folk of the Plains	SC	R	***	●●●●	VS
●●●●. Add +1/+0 until end of turn. 2/5.					
Food Chain	EN	R	***	●●●●	NM
Remove a creature you control from the game. Add X mana of any color to your pool. Where X is the creature's converted cost plus one. This mana may only be spent to play creature spells.					
Foraging	SC	U	***	●●●●	MG
●●●●. Sacrifice a forest: +2/+2 until end of turn. 1/2.					
Forbidden Land	EL	R	***	●●●●	IA
Tap enchanted land. Target creature gets +2/+1 until end of turn.					
Force of Nature	SC	R	***	●●●●	U, 4th, 5th
Trample. Pay ●●●● during upkeep or Force does 8 damage to you. 8/6.					
Forgotten Lore	SOR	U	***	●●●●	IA
Opponent chooses a card in your graveyard. You may pay ●● to have opponent choose a different card. Draw the last card chosen.					
Fortitude	EC	C	***	●●●●	MG
When Fortitude is put into a graveyard from play, return it to owner's hand. Sacrifice a forest. Regenerate enchanted creature.					
Foster	EN	R	***	●●●●	NM

MAGIC

The Gathering

Players Guide

NAME KIND CR PR COST SETS

Whenever a creature you control is put into a graveyard, you may pay $\{C\}$. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

Firebreath INS C $\bullet\bullet\bullet$ IA.5th

Untap target attacking creature. Creature neither deals nor receives damage from combat this turn. Cantrip.

Firebreath SC C $\bullet\bullet\bullet$ IA

● Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.

Firebreath's Charm EN L $\bullet\bullet\bullet$ IA

● Draw a card when any opponent successfully casts a black spell. ● Return Firebreath's Charm to your hand.

Firebreath's Wings EN R $\bullet\bullet\bullet$ IA

Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.

Frog Tongues EC C $\bullet\bullet\bullet$ TM

When Frog Tongues comes into play, draw a card. Enchanted creature can block creatures with flying.

Fugitive Druid SC $\bullet\bullet\bullet$ TM

Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.

Fungal Bloom EN R $\bullet\bullet\bullet$ FE

● Put a spore counter on target Fungus.

Fungus Elemental SC R $\bullet\bullet\bullet$ WL

● Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.

Fungusaur SC R $\bullet\bullet\bullet$ LUR.4th.5th

Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Brownie SC C $\bullet\bullet\bullet$ AB.6th

● Untap target creature. 1/1.

Fyndhorn Druid SC C $\bullet\bullet\bullet$ A

● Druid is put into graveyard after it blocks, gain 4 life. 2/2.

Fyndhorn Elder SC U $\bullet\bullet\bullet$ IA.5th.6th

● Add $\bullet\bullet\bullet$ to your mana pool. 1/1.

Fyndhorn Elves SC C $\bullet\bullet\bullet$ A

● Add $\bullet\bullet\bullet$ to your mana pool. 1/1.

Fyndhorn Pollen EN R $\bullet\bullet\bullet$ A

CU: ● All creatures get -1/-3 and $\bullet\bullet\bullet$. All creatures get -1/-1 and 1 of turn.

Geck's Avenge SC R $\bullet\bullet\bullet$ AQ

● number of artifacts opponent has in play +1/+1.

Geck's Blessing SDR U $\bullet\bullet\bullet$ WL

Target player shuffles up to three target cards from his graveyard into his library. Draw a card if Blessing is put into your graveyard from your library. Shuffle your graveyard into your library.

Geck's Bounty SDR C $\bullet\bullet\bullet$ UZ

Search your library for up to two forests. Reveal them, and put them into your hand.

Geck's Embrace EC U $\bullet\bullet\bullet$ UZ

Enchanted creature gets +3/+3 and gains trample and ●. Regenerate.

Geck's Lige SC R $\bullet\bullet\bullet$ LUR.4th

● Turn any and into a basic forest. All lands return to normal when Lige leaves play. ● is the number of forests opponent controls. 1/1.

Geck's Touch EN C $\bullet\bullet\bullet$ DK

You may put one extra land into play each turn if that land is a basic forest. Sacrifice: Add $\bullet\bullet\bullet$ to your mana pool.

Gemkeeper SC L $\bullet\bullet\bullet$ UZ

When Gemkeeper is put into graveyard from play remove Gemkeeper from the game. Reveal cards from your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard. 2/2.

Game Preserve EN R $\bullet\bullet\bullet$ MM

At the beginning of your upkeep each player reveals the top card of his library. If all cards revealed this way are creature cards, put those cards into play under their owners' control.

Gang of Elk SC U $\bullet\bullet\bullet$ JL

Whenever a creature blocks it. Gang gets +2/+2 until end of turn. 5/4.

Gargantuan Gorilla SC R $\bullet\bullet\bullet$ AI

During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.

Ghazán Ogre SC C $\bullet\bullet\bullet$ AN.4th.5th

During controller's upkeep, Ghazán Ogre switches to the control of the player with the most life. 2/2.

Giant Badger SC R $\bullet\bullet\bullet$ PR

Badger gets +2/+2 until end of turn if assigned as a blocker. 3/2.

Giant Caterpillar SC C $\bullet\bullet\bullet$ VS. MM

● Sacrifice Put a 1/1 green Butterfly token with flying into play at end of turn. 3/3.

Giant Growth INS C $\bullet\bullet\bullet$ Basic/A

Target creature gets +3/+3 until end of turn.

Giant Mantle SC C $\bullet\bullet\bullet$ MG

Target Mantle can block creatures with flying. 2/4.

Giant Spider SC C $\bullet\bullet\bullet$ Basic

Giant Spider can block creatures with flying. 2/4.

Giant Turtle SC C $\bullet\bullet\bullet$ LG

Giant Turtle may not attack if it did so during your last turn. 2/4.

Gibbering Hyenas SC C $\bullet\bullet\bullet$ MG

Gibbering Hyenas cannot block black creatures. 3/2.

Gift of the Woods EC C $\bullet\bullet\bullet$ A

If enchanted creature blocks or is blocked by any creature, it gets +0/+3 until end of turn and you gain 1 life.

Glyph of Rejuvenation INS C $\bullet\bullet\bullet$ LG

Buy all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return

NAME	KIND	CR	PR	COST	SETS
It to play under attacker's control. Play after combat.					
Goatling Beetle	SC	C	•••	UD	
Trample. 3/1.					
Gorilla Berserkers	SC	C	•••	AI	
Trample, rampage. 2. Cannot be blocked by less than three creatures. 2/3.					
Gorilla Chief	SC	C	•••	Al.6th	
● Regenerate. 3/3.					
Gorilla Pack	SC	C	•••	IA	
Forehome. 3/3.					
Gorilla Warrior	SC	C	•••	UZ	
3/2.					
Granger Guldago	SC	C	•••	MG	
● Target creature gains first strike. ● Granger Guldago does 1 damage to target creature or player and 1 damage to you. 1/1.					
Greener Seed	EN	R	•••	UZ	
Sacrifice a creature. Draw cards equal to the sacrificed creature's power, then choose and discard three cards.					
Greener Pastures	EN	R	•••	UZ	
During each player's upkeep if that player controls more lands than any other, the player puts a 1/1 green Sapling token into play under his control.					
Grizzly Bears	SC	C	•••	Basic	
2/2.					
Groundkeeper	SC	U	•••	MM	
● Return target basic land card from your graveyard to your hand. 1/1.					
Hall Storm	INS	U	•••	AI	
Hall Storm deals 2 damage to each attacking creature and 1 damage to you, and each creature you control.					
Hall of Champions	EN	R	•••	MG	
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing and only produces mana of the chosen color.					
Harmonic Convergence	INS	U	•••	UL	
Return all enchantments to top of owners' libraries.					
Harrow	INS	U	•••	TM	
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.					
Harvest Wurm	SC	C	•••	WL	
When Harvest Wurm comes into play, return any basic and rare from your graveyard to your hand or bury Harvest Wurm. 3/2.					
Harvest Moon	SC	U	•••	UZ	
Flying. Cannot be the target of spells or abilities. 1/2.					

NAME	KIND	CR	PR	COST	SETS
creature. Whenever you play a land, Stag becomes an enchantment.					
Harvest Silver	SC	U	●●●	TM	
All Silver gear trample. 2/2.					
Harvest Troll	SC	C	●●●	MM	
● Regenerate. 2/2.					
Harvest Troll	SC	C	●●●	LG	
First strike. 2/1.					
Hot Springs	EL	R	●●●	IA	
Tap enchanted land: Prevent 1 damage to any target.					
Howling Wolf	SC	C	●●●	MM	
When Wolf comes into play, you may search your library for up to three Howling Wolf cards and put them into your hand. 2/2.					
Hungry Mist	SC	C	●●●	HL.5th	
During your upkeep, pay {C} or bury Hungry Mist. 6/2.					
Hunted Wumpus	SC	U	●●●	MM	
When Wumpus comes into play, each other player may put a creature card from his hand into play under his control. 6/6.					
Hunting Moss	SC	U	●●●	UZ	
En. Whenever Moss comes into play or is put into a graveyard from play put a +1/+1 counter on target creature. 3/2.					
Hurricane	SDR	R	●●●	Basic/A	
Do X damage to all players and flying creatures.					
Hush	SDR	C	●●●	UZ	
Destroy all enchantments. Cycling.					
Ice Storm	SDR	U	●●●	LJ	
Destroy target land.					
Ice Storm	SC	U	●●●	LG	
Do 4 damage to any opponent casting an instant, except for the first one cast by that player that turn. 1/1.					
Ice Storm	SC	R	●●●	AN	
Flying. ● On 1 damage to all players and flying creatures. This ability may be used by any player. 3/3.					
Incinerate	EC	U	●●●	LUR.4th.5th	
Enchanted creature gains haste. ● Untap enchanted creature. Use only once per turn and only during your turn.					
Invigorate	INS	C	●●●	MM	
If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's casting cost. Target creature gains +4/+4 until end of turn.					
Ironroot Treelink	SC	C	●●●	LUR.4th.5th	
5/5.					
Ivy Snake	SC	U	●●●	LQ	
●●●●● Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Kudzu	EL	R	●●●	LUR	
When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it on any other land in play.					
Kyacu Drake	SC	U	●●●	VS	
Flying. ● +0/+1 until end of turn. You may only use this ability once per turn. Sacrifice Kyacu and Spitting Drake. Search your library for Vishivan Dragon and put it into play. 2/2.					
Land Grant	SDR	C	●●●	MM	
If you have no land cards in hand, you may reveal your hand instead of paying, and Grant's mana cost. Search your library for a forest card and put it into your hand.					
Land Leeches	SC	C	●●●	DK.4th	
First strike. 2/2.					
Leaping Lizard	SC	C	●●●	HL	
● Flying and 0/-1 until the end of turn. 2/3.					
Ley Druid	SC	U	●●●	LUR.4th.5th	
● Untap target land. 1/1.					
Ley Line	EN	U	●●●	MM	
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.					
Lighthouse	SC	R	●●●	IA.5th	
equals the total number of creatures in all graveyards. 7/-1.					
Lichenchrope	SC	R	●●●	VS	
For each 1 damage dealt to Lichenchrope, put a -1/-1 counter on it instead. During your upkeep remove one of those counters from Lichenchrope. 5/5.					
Liege of the Hollows	SC	R	●●●	WL	
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 Squirrel tokens into play. 3/4.					
Lifeline	EN	U	●●●	LUR.4th.5th	
● Counter a black spell as it is being cast.					
Lifeline	INS	R	●●●	LUR.4th	
Changes the color of one card in play to green.					
Living Artifact	EA	R	●●●	LUR.4th.5th	
Put one counter on target artifact; for each life you lose, during your upkeep you may trace one and only one counter for 1 life.					
Living Lands	EN	R	●●●	Basic	
Treat all forests in play as 1/1 creatures.					
Living Plane	EW	R	●●●	LG	
All lands are now also 1/1 creatures.					
Linowater Behemoth	SC	U	●●●	WL	
Tap a creature you control: +1/+1 until end of turn. 4/4.					
Linowater Druid	SC	C	●●●	WL	
● Sacrifice Untap all forests. 1/2.					
Linowater Elves	SC	C	●●●	Basic	
● Add ●●● to your mana pool. 1/1.					
Linowater Sentinel	SC	C	●●●	WL	
When Sentinel comes into play, you may pay {C} to search your library for a Linowater Sentinel card and put it into play. 2/3.					
Loamst Swam	SC	L	●●●	MG	
Flying. ● Regenerate. ● Untap Loamst Swam. Use only once per turn. 1/1.					
Loam Wolf	SC	U	●●●	UL	
You may have Loam Wolf deal combat damage to defending player instead of to creatures blocking it. 2/2.					
Lowland Basilisk	SC	C	●●●	SH	
Whenever Basilisk damages any creature, destroy creature at end of combat. 1/3.					
Lull	INS	C	●●●	UZ	
Creatures deal no combat damage this turn. Cycling.					
Lumbering Satyr	SC	U	●●●	MM	
All creatures gain forestwalk. 5/4.					
Lure	EC	U	●●●	Basic/MM	
All creatures able to block enchanted creature can't if able.					
Lure of Prey	INS	R	●●●	MG	
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just looked at.					
Lurker	SC	R	●●●	DK	
Cannot be target of spells unless it attacked or blocked this turn. 2/3.					
Maddening Wind	EC	J	●●●	AJ	
CU: ● During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.					
Magnify	INS	C	●●●	UD	
All creatures get -1/-1 until end of turn.					
Mammoth Harness	EC	R	●●●	HL	
Target creature loses flying. Creatures assigned to block or who are blocked by enchanted creature get first strike until the end of combat. 1/3.					
Maneband	EN	R	●●●	EX	
During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.					
Marker Beetles	SC	C	●●●	UD	
When Beetles is put into a graveyard from play, target creature gets -1/+1 until end of turn. ● Sacrifice. Draw a card. 2/3.					
Maze	SC	R	●●●	MG.5th	
● is equal to the number of cards in your hand. 7/.					
Marsh Viper	SC	C	●●●	DK.4th.5th	
Opponent takes 2 poison counters when damaged by Viper. 1/2.					
Master of the Hunt	SC	R	●●●	LG	
CU: ● Put 1 Wolves of the Hunt token, a 1/1 green creature, into play that may band with other Wolves of the Hunt, in play. 2/2.					
Megatherium	SC	R	●●●	MM	
Temple. When Megatherium comes into play, sacrifice it unless you pay ● for each card in your hand. 4/4.					
Metamorphosis	SDR	C	●●●	AN, CH	
Sacrifice a creature to gain mana equal to its casting cost +1. This mana can be of any one color, but can only be used for summon spells.					
Midsummer Revel	EN	R	●●●	UZ	
During your upkeep, you may put a counter on Revel. ● Sacrifice Revel. Put X Beast tokens into play, where X is the number of counters on Revel. Treat tokens as 3/3 green creatures.					
Might of Odes	INS	R	●●●	MG	
Target creature gets +1/+7 until end of turn.					
Mindsever Sparrow	SC	R	●●●	MG	
Flying. Whenever Sparrow blocks a creature, put four counters on the creature. As long as creature has any counters, it does not untap as normal. 0/1.					
Miri, Cat Warrior	SC	R	●●●	EX	
Miri, Cat was a Cat Warrior. First strike, forestwalk. 2/3.					
Miri's Biding	EN	R	●●●	TM	
During your upkeep, you may look at the top three cards of your deck and put one into play.					

NAME	KIND	CR	PR	COST	SETS
Momentum	EC	U	•••	JD	
At the beginning of your upkeep, you may put a counter on Momentum. Enchanted creature gets +1/+1 for each counter.					
Mangrove Pack	SC	R	•••	TM	
If Pack is put into any graveyard from play during combat, put 1/1 green Round tokens into play. 4/1.					
Mortal Wound	EC	••	••	VS	
If damage is dealt to enchanted creature, destroy it.					
Moss Monster	SC	C	•••	LB	
S/R.					
Mtenda Lion	SC	C	••	MG	
If Mtenda Lion attacks, defending player may pay 1 to have no combat damage this turn. 2/1.					
Mulch	SOR	C	•••	SH	
Reveal the top 4 cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.					
Mulholland Marsh-Sorcerer	SL	R	•••	U	
Has power and toughness each equal to the total number of cards in all players' hands. Cannot be the target of spells or abilities. 7/7.					
Mulholland's Asylum	SC	C	••	VS	
Letho. When Mulholland's Asylum comes into play, draw a card. 2/1.					
Mulholland's Decree	SOR	C	•••	U	
Destroy all enchantments. Gain 2 life for each one you destroy.					
Mulholland's Presence	EN	U	••	VS	
Whenever a spell you play is countered, draw a card.					
Muscle Silver	SC	G	•••	TM	
All Steels get +1/+1. 1/1.					
Muskegon Oaks	SC	R	•••	VS	
CU. Use has power and toughness each equal to 1 plus its last paid cumulative upkeep -1/7+.					
Nala Ape	SC	C	••	AQ, 4th	
If Ape damages opponent, it deals an additional 1 damage during opponent's next upkeep unless it's paid before then. 1/1.					
Natural Affinity	INS	R	•••	MM	
All lands become 2/2 creatures until end of turn.					
Natural Balance	SOR	R	•••	MG	
Each player with six or more lands sacrifices enough lands to reduce his total to five. Each player with four or fewer lands may search his library for enough basic land to bring his total to five and put them into play.					
Natural Order	SOR	R	•••	VS	
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played.					
Natural Selection	INS	R	••	LU	
Look at top three cards of any library. You may then shuffle that library. Man, this card sucks.					
Natural Spring	SOR	C	•••	TM	
Target player gains 8 life.					
Nature's Chosen	EC	U	•••	AI	
Play on one of your creatures. 4/4. Untap creature. Use only during your turn and only once per turn. Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.					
Nature's Kiss	EC	C	•••	W.	
Remove top card in your graveyard from the game. Enchanted creature gets +1/+1 until end of turn.					
Nature's Lure	SOR	U	••	IA 5th	
Search your library for one forest and put it into play.					
Nature's Resurgence	SOR	R	•••	WL 6th	
Each player draws a number of cards equal to the number of creature cards in his graveyard.					
Nature's Revolt	EN	R	•••	TM	
All lands are 2/2 creatures.					
Nature's Wrath	EN	R	•••	AI	
During your upkeep, pay or bury Wrath. Whenever a player puts a swamp or black permanent into play, whenever a swamp or black permanent whenever a player puts an island or a blue permanent into play, he sacrifices an island or a blue permanent.					
Needle Storm	SOR	U	••	TM	
Needle Storm deals 4 damage to each creature with flying.					
Nettletooth Djinn	SC	U	•••	MG	
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.					
Niall Silver	SC	R	•••	DK	
Regenerate target creature. 2/2.					
Night Soil	EC	••	••	FE	
Take two creatures in any graveyard and remove them from the game to put a Saprophyte token, a 1/1 green creature, into play.					
Nurturing Lizard	SC	U	•••	TM	
Lizard loses this ability and becomes a creature enchantment that reads "Regenerate enchanted creature" instead of a creature. Move Lizard onto target creature. You may pay 1 to end this effect. 1/1.					
Oath of Druids	EN	R	•••	EX	
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.					
Overgrowth	EC	C	••	SH	
Whenever enchanted land is tapped for mana, it produces an additional 1.					
Overrun	SOR	U	•••	TM	
All your creatures get +3/+3 and trample until end of turn.					
Pale Bears	SC	R	•••	IA	
Islandswalk. 2/2.					
Pangloss	SC	R	•••	MG	
Whenever a player plays a land return Pangloss to your hand. 6/6.					
Panther Warriors	SC	G	•••	VS 5th	
6/3.					
Pathway of Rebirth	EC	R	•••	UD	
When enchanted creature is put into a graveyard from play that creature's controller may search his library for a creature card and put that card into play.					
People of the Woods	SC	U	••	DK	
Number of forests you control. 1/1.					
Pincer Beetles	SC	C	•••	TM	
Pincer Beetles cannot be the target of spells or abilities. 3/1.					
Pickle Queens	SC	R	•••	LB	
Give target creature flying until end of turn. 1/1.					
Planted Rootwalk	SC	C	••	EX	
Gain 1 life +3/+3 until end of turn. Use only once each turn. 3/3.					
Planted Spider	SC	C	•••	UD	
Placed Spider may block as though it had flying. 4/4.					
Play Under	SOR	R	•••	UD	
Put two target lands on top of their owner's library.					
Pouncing Jaguar	SC	C	•••	UJ	
Echo 2/2.					
Powerleech	EN	U	•••	AQ	
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifact is paid.					
Prodigious Syclops	SC	C	••	LG 4th, 5th, 6th	

NAME	KIND	CR	PR	COST	SETS
Give target creature -2/-4 until end of turn. 1/1.					
Predatory Hunger	EC	C	•••	EX	
Whenever any opponent successfully casts a creature spell, put -1/-1 counter on enchanted creature.					
Preferred Selection	EN	R	•••	MG	
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Selection and pay that card to draw the card.					
Priest of Titania	SC	C	••	UJ	
Add to your mana pool for each EN in play. 1/1.					
Primal Order	EN	R	••	HL 5th	
During player's upkeep. Primal Order deals 1 damage to that player for each non-basic and he controls.					
Primal Rage	EN	U	•••	SH	
All creatures you control gain trample.					
Providence	INS	C	••	SH	
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.					
Pycny Alectraurus	SOR	R	•••	IA	
Swampwalk. 2/2.					
Pygmy Trail	SC	C	••	EX	
For each creature that blocks it, Pycny Trail gets +1/+1 until end of turn. Regenerate Pycny Trail. 1/1.					
Pykrite	SC	C	••	IA	

STUMPERS



Return target artifact, enchantment, or land to its owner's hand. The youth of Rhialto's marketplace are always ready for a quick justice.

Control. 1/1	SC	R	•••	VS
Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.				
Quilren Elves	SC	C	•••	MG
Each time you play Quilren Elves, choose a color. Add one mana of the chosen color to your mana pool. Add to your mana pool. 1/1.				
Quilren Ranger	SC	C	•••	VS
Return a forest you control to owner's hand. Untap target creature. Use this ability only once each turn. 1/1.				
Raid Wolves	SC	C	•••	EX
For each creature that blocks it, Wolves gets +1/+1 until end of turn. 4/4.				
Raid Wombat	SC	U	••	LG 5th
Gains +2/+2 for each enchantment on it. Does not tap to attack. 0/1.				
Raiden Spirit	SC	U	••	LG 4th, 5th, 6th
Target creature loses flying ability until end of turn. 3/2.				
Rampant Growth	SOR	C	•••	MG 1st, 2nd
Search your library for a basic land and put it into play, tapped.				
Rampor	EC	C	•••	UL
Enchanted creature gets +2/+0 and trample. When Rampor is put into a graveyard from play, return Rampor to owner's hand.				
Realty Anchor	NS	C	••	TM
Target creature loses shadow until end of turn. Draw a card.				
Reap	INS	U	••	TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.				
Rebirth	SOR	R	•••	LG 4th
Each player may be healed 20 life. Any player so choosing must an additional card from the top of his library.				
Reclaim	NS	C	•••	EX
Put target card from your graveyard on top of your library.				
Ricoyle	EN	R	•••	TM
Skip your draw step. Whenever you play a card draw a card. During your discard phase, choose and discard all but two cards.				
Redwood Trefoil	SC	C	••	WL 5th
3/6.				
Regeneration	EC	C	••	BA 4th
Regenerate enchanted creature.				
Regrowth	SOR	U	•••	LG 1st
Bring a card from your graveyard into your hand.				
Reincarnation	INS	U	••	LG 1st
If target creature goes to the graveyard this turn put a creature from that graveyard directly into play under the control of its owner.				
Rejuvenate	SOR	C	••	UJ
Gain 5 life. Cycling.				
Renewal	SOR	C	••	HL
Sacrifice a land. Search your library for a basic land and put it into play. Cycling.				
Reparade	INS	C	••	UL
Shuffle all creature cards from target player's graveyard into that player's library. Cycling.				
Reaple	INS	C	••	TM
Creatures can't combat damage this turn. Gain 1 life for each attacking creature.				
Resuscitate	INS	U	••	EX
Until end of turn each creature you control gets "Regenerate".				
Retaliation	EN	J	••	JZ
Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."				
Revolution	EW	R	••	LG 4th

NAME	KIND	CR	PR	COST	SETS
All players play with their names face up.					
Reborn	SOR	U	•••	MM	
Return target green card from your graveyard to your hand.					
Rime Dryad	SC	C	••	IA	
Snow-covered forestwalk. 1/2.					
Ritual of Subdual	CU	R	•••	IA	
All mana-producing lands now produce colorless mana.					
River Boe	SC	U	•••	VS 6th	
Islandswalk. Regenerate. 2/1.					
Riverlet Blit	SOR	C	••	UD	
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.					
Riverlet Embury	SC	R	•••	UD	
Add to your mana pool for each forest you control. 1/1.					
Rogue Elephant	SC	C	••	WL	
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.					
Root Maze	EN	R	••	TM	
All artifacts and lands come into play tapped.					
Root Spider	SC	U	••	HL	
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.					
Rootstrake Worm	SC	C	••	TM	
Trample. 6/6.					

What happens if I play Diabolic Servitude, but Hoodwink the Servitude back to my hand before the comes-into-play ability resolves?

The leaves-play ability of the Diabolic Servitude triggers, but is unable to remove the creature. Then, you choose a creature in your graveyard and bring it into play; this creature remains in play with no further attachment to Servitude.

Roots	EC	U	••	HL
Tap target creature without flying. That creature does not untap.				
Roots of Life	EN	U	•••	MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped gain 1 life.				
Rootwalk	SC	C	••	TM
+2/+2 until end of turn. Use only once each turn. 2/2.				
Rootwater Alligator	SC	U	••	EX
Sacrifice a forest: Regenerate Rootwater Alligator. 3/2.				
Rowen	EN	R	•••	VS 1st
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.				
Rushwood Dryad	SC	C	••	MM
Forestwalk. 2/1.				
Rushwood Elemental	SC	R	•••	MM
Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Elemental. 4/4.				
Rushwood Harbinger	SC	C	••	MM
Destroy a card. Regenerate target creature. 2/2.				
Rushwood Legate	SC	U	••	
If an opponent controls an island and you control a forest, you may play Legate without paying its mana cost. 2/1.				
Rust	INS	C	••	LI
Counter target artifact spell that requires an activation cost.				
Rymerian Badger	SC	C	••	MM
If Badger is not blocked you may have it deal no damage to turn instead removed from the game up to two creatures for an opponent's graveyard. Ban one life for each one removed. 2/2.				
Saber Ants	SC	U	••	MM
Whenever Ants is dealt damage you may put that many 1 green insect tokens into play. 2/3.				
Sabertooth Cobra	SC	C	••	MM
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep he takes another poison counter. Until he says "I before then to prevent this effect. 2/2.				
Sacred Prey	SC	C	••	MM
When Prey becomes blocked you gain 1 life. 1/1.				
Sandstone	SC	••	••	AK 4th
Do 1 damage to all attacking creatures.				
Savann Elebs	SC	C	••	
Destroy target artifact land. 1/1.				
Scaled Wurm	SC	D	••	IA 5th 6th
7/6.				
Seaweed Banality	SC	R	•••	MM
Forestwalk. •••: Control target artifact. Opponent may counter this by paying U. You less cost of artifact if Banality leaves play. 2/2.				
Seaweed Hag	SC	U	••	MM
Give target creature forestwalk. • until end of turn.				
Remove forestwalk from target creature until end of turn. 1/1.				
Seawenger Gull	SC	C	••	DK 3rd 4th
Sacrifice: Destroy target artifact. 1/1.				
Scent of Ivy	INS	C	••	
Reveal any number of green cards in your hand. Target creature gets +X/-X until end of turn, where X is the number of cards revealed.				
Seraphoph	SC	U	••	••
Protection from blue. Seraphoph cannot be countered. 3/4.				
Serpy Sprints	SC	C	••	L.L. 4th 5th
Flying 1/1.				
Seedling Charm	INS	C	••	
Return target creature enchanted to owner's hand; or regenerate a green creature; or target creature gains trample. 1 until end of turn.				
Seeds of Innocence	SOR	R	••	••

Players Guide

NAME KIND CR PR COST SETS

Flower to prevent creatures from dealing damage in combat. C/1.
Sporogenesis EN R ** ●●● UZ
 During your upkeep, you may put a fungus counter on target non-creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus counters. When Sporogenesis leaves play, remove all fungus counters from all creatures.

Spreading Algae EL U ** ●●● UZ
 Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return it to owner's hand.

Squall SOR C ** ●●● MM
 Deals 2 damage to each creature with flying.

Squallmonger SC U ** ●●● MM
 Deals 1 damage to each creature with flying and each player. Any player may use this ability. 3/3.

Stalking Tiger SC C ** ●●● MG,6th
 Cannot be blocked by more than one creature. 3/3.

Stamina ED U ** ●●● MM
 Attacking does not cause enchanted creature to tap. Sacrifice. Regenerate enchanted creature.

Stampede INS R ** ●●● 1A,5th
 All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildbeasts SC U ** ●●● VS
 Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Storm Front EN U ** ●●● TM
 Do 1 tap target creature with flying.

Storm Seeker INS U ** ●●● LG, CH
 Do 1 damage to opponent for every card he has in hand.

Stream of Life SOR C ** ●●● Basic
 Target player gains X life.

Striped Bears SC C ** ●●● WL
 When Striped Bears comes into play, draw a card. 2/2.

Stunted Growth SOR R ** ●●● IA
 Target player must put 3 cards from his hand on top of his library.

Subdue INS C ** ●●● LG
 Target creature deals 0 damage and gets +0/+X, where X is its casting cost.

Summer Bloom SOR U ** ●●● VS,6th
 You may play up to three additional lands this turn.

Superior Numbers SOR U ** ●●● MG
 Deal 1 damage to creature. 1 damage to each creature you control in excess of the number of creatures target opponent controls.

Survival of the Fittest EN R ** ●●● EX
 Discard a creature card. Search your library for a creature card, reveal that card to all players and put it into your hand.

Sustenance EN U ** ●●● MM
 Sacrifice a land: Target creature gains +1/+1 until end of turn.

Sylvan Harpshorn SC U ** ●●● WL
 If Harpshorn is put into any graveyard from play, remove it from the game, then return a creature from your graveyard to your hand. 1/2.

Sylvan Library EN R ** ●●● LG,4th,5th
 You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

Sylvan Paradise INS U ** ●●● LG
 Change the color of one or more creatures to green until end of turn.

Symbiosis INS C ** ●●● UZ
 Two creatures each get +2/+2 until end of turn.

Tarpan SC C ** ●●● IA,5th
 You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C ** ●●● A
 Gain 3 life. Gain 3 life for each ●●● you pay over the casting cost.

Taunting Elf SC C ** ●●● UD
 All creatures able to block Taunting Elf do so. D/1.

Tempting Lich SC U ** ●●● SH
 Use becomes a creature with enchantment that reads: "All creatures able to block enchanted creature do so." Mana Laid onto to get creature. You may pay ●●● and the effect. 2/2.

Thalid SC C ** ●●● FE
 Put a counter on Thalid during upkeep. Remove three counters to put a 1/1 green Saproling token into play. 1/1.

Thalid Devourer SC U ** ●●● FE
 Put a counter on Devourer during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling: +1/+1 until end of turn. 2/2.

Thalia's Chant EN U ** ●●● FE
 Do 3 damage to any player who puts a swamp into play without putting a +1/-1 counter on a creature he controls.

Thalia's Curse EN R ** ●●● FE
 Blue creatures do not untap. During upkeep, a blue creature's controller may pay ●●● to untap one and only one creature.

Thelonita Druid SC U ** ●●● FE
 Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonita Monk SC R ** ●●● FE
 Sacrifice a green creature to turn a land into a basic forest. 1/2.

Thermokarst SOR U ** ●●● IA
 Destroy target land. You gain 1 life if that land is snow-covered.

Thickskin Basilisk SC U ** ●●● Basic
 Any non-wall creature blocking or blocked by Basilisk is blocked at end of combat. 2/4.

Thorn Elemental SC R ** ●●● UD
 Thorn Elemental may deal its combat damage to defending players as though it weren't blocked. 7/7.

Thorn Thallid SC C ** ●●● FE
 During your upkeep, put a counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.

Thoughtseach EN U ** ●●● IA
 Gain 1 life whenever target opponent taps an island.

Tiger Claw ED C ** ●●● MM
 You may play Claws any time you could play an Instant. Enchanted creature gains +1/+1 and has trample.

NAME	KIND	CR	PR	COST	SETS
Timber Wolves	SC	R	**	●●●	LUR,4th
Banding 1/1.					
Tinder Wall	SC	C	***	●●●	IA
Sacrifice: Add ●●● to your mana pool. Sacrifice: Do 2 damage to target creature. Wall blocks D/3.					
Titania's Boon	SOR	U	**	●●●	UZ
Put a +1/+1 counter on each creature you control.					
Titania's Chosen	SC	U	**	●●●	UZ
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					
Titania's Song	EN	U	**	●●●	AQR,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
Tornado	EN	R	**	●●●	AI
Turn ●●● Play 3 life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use once per turn.					
Touch of Vitae	INS	U	**	●●●	IA

NAME	KIND	CR	PR	COST	SETS
ture, destroy that creature.					
Variant Force	SC	R	***	●●●	TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.					
Vardant Touch	SOR	R	***	●●●	SH
Buyback. ●●● Target land becomes a 2/2 creature permanently.					
Vardigris	INS	U	**	●●●	TM
Destroy target artifact.					
Venduran Enchantress	SC	R	***	●●●	Basic
Draw a card each time you cast an enchantment. D/2.					
Vernal Bloom	EN	R	**	●●●	UZ
Whenever a forest is tapped for mana, it produces an additional ●●●.					
Vernal Equinox	Ek	R	**	●●●	MM
Any play may play creature and enchantment spells any time he could play an instant.					
Veteran Explorer	SC	U	**	●●●	WL
If Explorer is put into graveyard from play, each player may search					

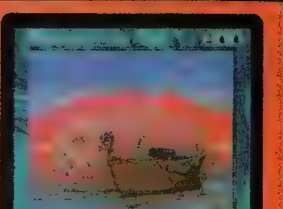
NAME	KIND	CR	PR	COST	SETS
your graveyard, you may sacrifice a snow-covered land to return it to your hand.					
Whitigo	SC	R	**	●●●	IA
Put sub +1/+1 counters on Whitigo. During your upkeep, put a +1/+1 counter on Whitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Whitigo. D/0.					
Wild Dogs	SC	C	***	●●●	UZ
During your upkeep, if a player has more life than any other that player gains control of Wild Dogs. 2/1.					
Wild Elephant	SC	C	**	●●●	MG
Trample. 3/3.					
Wild Growth	EL	C	**	●●●	Basic,IA
Target land provides an extra ●●● when tapped for mana.					
Willow Faerie	SC	C	**	●●●	HL
Flying. 1/2.					
Willow Priestess	SC	R	***	●●●	HL
Take a Faerie from your hand and put it directly into play. ●●● Target green creature gains protection from black until the end of turn. 2/2.					
Willow Sayer	SC	R	**	●●●	LG
Gain control of target legend. Loss control of this legend if Sayer untaps or leaves your control. You may leave Sayer tapped. 1/1.					
Wind Shear	INS	U	**	●●●	VS
All attacking flying creatures get -2/-2 and lose flying until end of turn.					
Winding Wurm	SC	C	**	●●●	UZ
Edho. 6/6.					
Wing Snare	SOR	U	**	●●●	UL
Destroy target creature with flying.					
Winter Blast	SOR	U	**	●●●	LG,4th,5th
Tap a target creature. Deal 2 damage to each target flying creature.					
Winter's Gaze	SOR	U	**	●●●	TM
Destroy target land.					
Wolverine Pack	SC	C	**	●●●	LG,5th
Rampage. 2. 2/4.					
Wood Elemental	SC	R	**	●●●	LG
Sacrifice ●●● untapped forests when casting Wood Elemental. 7/7.					
Wood Elves	SC	C	**	●●●	EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
Woody Mammoths	SC	C	**	●●●	IA
Gains trample if you control any snow-covered lands. 3/2.					
Woody Spitter	SC	C	**	●●●	IA
Can block flying creatures. Spitter gets +0/+2 until end of turn if it blocks a flying creature. 2/3.					
Worldly Tutor	INS	U	**	●●●	MG,6th
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top.					
Wormwood Treelink	SOR	R	***	●●●	DK
Forestwalk until end of turn and you take 2 damage. ●●● Swampwalk until end of turn and you take 2 damage. 4/4.					
Wythil Wolf	SC	R	**	●●●	AN,5th,6th
Target creature gets +1/+1. 1/1.					
Yavimaya Ancestors	SC	C	**	●●●	AI
+1/+1 until end of turn. 2/7.					
Yavimaya Ants	SC	C	**	●●●	AI
Trample. D/1. ●●● Haste. 5/1.					
Yavimaya Elder	SC	C	***	●●●	UD
When Elder is put into a graveyard from play, you may search your library for up to two basic lands, reveal them, and put them into your hand. ●●● Sacrifice: Draw a card. 2/1.					
Yavimaya Enchantress	SC	C	**	●●●	UD
Enchantress gets +1/+1 for each enchantment in play. 2/2.					
Yavimaya Giants	SC	U	**	●●●	IA
Flying. ●●● Regenerate. D/1.					
Yavimaya Guardians	SC	C	**	●●●	IA
Edho. When Branger comes into play, you may search your library for a basic land and put that land into play tapped. 2/2.					
Yavimaya Seals	SC	C	**	●●●	UL
Protection from artifacts. 4/4.					
Yavimaya Wurm	SC	C	**	●●●	UL
Trample. 5/4.					

KILLER COMBOS



Whenever enchanted creature deals damage to a creature, you control that creature as long as Chasmica remains in play.

It was Gerard's nature to lead and the Mercadons' to follow.



(Walls can't attack.)

◆, ♠ Stinging Barrier deals 1 damage to target creature or player.

Huh? A charismatic wall? Hey, nobody ever said Magic is supposed to make sense. Meanwhile, you get to poke your opponent's creatures and steal them one by one.

Target creature gains haste and may untap once this turn. Can't.

Trace SC R ** ●●● DK
 Do 1 damage to creature. 1 damage to each creature you control in excess of the number of creatures target opponent controls.

Trample SC R ** ●●● EX
 Discard a creature card. Search your library for a creature card, reveal that card to all players and put it into your hand.

Sustenance EN U ** ●●● MM
 Sacrifice a land: Target creature gains +1/+1 until end of turn.

Sylvan Harpshorn SC U ** ●●● WL
 If Harpshorn is put into any graveyard from play, remove it from the game, then return a creature from your graveyard to your hand. 1/2.

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 You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

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 Change the color of one or more creatures to green until end of turn.

Symbiosis INS C ** ●●● UZ
 Two creatures each get +2/+2 until end of turn.

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 You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

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 Gain 3 life. Gain 3 life for each ●●● you pay over the casting cost.

Taunting Elf SC C ** ●●● UD
 All creatures able to block Taunting Elf do so. D/1.

Tempting Lich SC U ** ●●● SH
 Use becomes a creature with enchantment that reads: "All creatures able to block enchanted creature do so." Mana Laid onto to get creature. You may pay ●●● and the effect. 2/2.

Thalid SC C ** ●●● FE
 Put a counter on Thalid during upkeep. Remove three counters to put a 1/1 green Saproling token into play. 1/1.

Thalid Devourer SC U ** ●●● FE
 Put a counter on Devourer during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling: +1/+1 until end of turn. 2/2.

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 Do 3 damage to any player who puts a swamp into play without putting a +1/-1 counter on a creature he controls.

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 Blue creatures do not untap. During upkeep, a blue creature's controller may pay ●●● to untap one and only one creature.

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 Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

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 Sacrifice a green creature to turn a land into a basic forest. 1/2.

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 Destroy target land. You gain 1 life if that land is snow-covered.

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 Any non-wall creature blocking or blocked by Basilisk is blocked at end of combat. 2/4.

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 Thorn Elemental may deal its combat damage to defending players as though it weren't blocked. 7/7.

Thorn Thallid SC C ** ●●● FE
 During your upkeep, put a counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.

Thoughtseach EN U ** ●●● IA
 Gain 1 life whenever target opponent taps an island.

Tiger Claw ED C ** ●●● MM
 You may play Claws any time you could play an Instant. Enchanted creature gains +1/+1 and has trample.

ture, destroy that creature.

Variant Force SC R *** ●●● TM
 During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.

Vardant Touch SOR R *** ●●● SH
 Buyback. ●●● Target land becomes a 2/2 creature permanently.

Vardigris INS U ** ●●● TM
 Destroy target artifact.

Venduran Enchantress SC R *** ●●● Basic
 Draw a card each time you cast an enchantment. D/2.

Vernal Bloom EN R ** ●●● UZ
 Whenever a forest is tapped for mana, it produces an additional ●●●.

Vernal Equinox Ek R ** ●●● MM
 Any play may play creature and enchantment spells any time he could play an instant.

Veteran Explorer SC U ** ●●● WL
 If Explorer is put into graveyard from play, each player may search

his library for up to two basic lands and put them into play. 1/1.

Village Elder SC C ** ●●● MG
 Sacrifice a forest: Regenerate target creature. 1/1.

Vine Dryad SC R *** ●●● MG,6th
 Forestwalk. You may play Dryad any time you could play an Instant. You may remove a green card in your hand from the game instead of paying Dryad's cost. 1/3.

Vine Trollis SC C ** ●●● MM
 Add ●●● to your pool. D/4.

Vitalize INS C ** ●●● WL,6th
 Untap all creatures you control.

Vivian's Gardens EN R *** ●●● SH
 Regenerate. 3/3.

Waiting in the Woods SOR R ** ●●● MG,6th
 Each player puts a 1/1 green Card token into play for each of his untapped forests.

Wall of Blossoms SC U *** ●●● SH
 When Wall of Blossoms comes into play, draw a card. D/4.

Wall of Brambles SC U *** ●●● LUR,4th,5th
 Regenerates. 2/3.

Wall of Ice SC U ** ●●● LUR,4th
 D/7.

Wall of Pine Needles SC U ** ●●● IA
 Regenerate. 3/3.

Wall of Roots SC C ** ●●● MG
 Put a -0/-1 counter on Wall of Roots. Add ●●● to your mana pool. Use this ability only once each turn. D/5.

Wall of Wood SC C ** ●●● LUR,4th
 D/3.

Wanderlust EC U ** ●●● LUR,4th,5th
 Do 1 damage to enchanted creature's controller during upkeep.

War Dance EN U ** ●●● UZ
 During your upkeep, you may put a counter on Dance. Sacrifice: Target creature gets +X/-X until end of turn, where X is the number of counters.

War Mammoth SC C ** ●●● LUR,4th,5th
 Trample. 3/3.

Warrior SC C ** ●●● VS,6th
 Swampwalk. 3/2.

Weathered Elf SC C ** ●●● JL
 Target creature gains forestwalk until end of turn. 1/1.

Weathered Treelink SC R *** ●●● UD
 Trample. When Weathered Treelink is put into a graveyard from play, return Weathered Treelink to owner's hand. 5/3.

Web EC R ** ●●● LUR,4th
 Target creature gains +0/+2 and may block flying creatures.

Whip Vine SC C ** ●●● UZ
 Can block flying creatures. You may choose not to untap Vine during untap step. ●●● Tap target flying creature. blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.

Whippoorwill SC U ** ●●● DK
 Target may not regenerate or be a target of damage-preventing effects. If target goes to graveyard remove it from the game. 1/1.

Whirling Dervish SC U *** ●●● LG,4th,5th
 Protection from black. Gains +1/+1 if it damages opponent. 1/1.

Whirlwind SOR R *** ●●● UZ
 Destroy all creatures with flying.

Whitout INS U ** ●●● IA
 All flying creatures lose flying until end of turn. If Whitout is in

RED

About Face INS C ** ●●● UL
 Switch target creature's power and toughness until end of turn. Effects that alter the creature's power after its toughness instead, as vice versa.

Acidic Soil SOR U ** ●●● UZ
 Deal 1 damage to each player for each land he controls.

Active Volcano INS C ** ●●● LG, CH
 Destroy a basic permanent or return an island to owner's hand. Rampage. 3. 2/4.

Aether Flash EN U ** ●●● LG,6th
 When any creature comes into play, Deal 2 damage to that creature.

Aether Sting EN U ** ●●● UD
 Whenever one of your opponents plays a creature spell, Aether Sting deals 1 damage to that player.

Aetherhawk SOR C ** ●●● TM
 Destroy target artifact creature or land. Aetherhawk deals 3 damage to you.

Agent of Storms SC C ** ●●● AI
 Add ●●● to your mana pool. 1/1.

Aggression EC U ** ●●● IA
 Target non-wall creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

Agility EC C ** ●●● MG
 Enchanted creature gets +1/+1 and gains tanking.

Alchemist SC R ** ●●● AN,CH
 Steal an artifact. 1/1.

Alchemist INS U ** ●●● MG
 Flip a coin. If you win, target creature gets +1/+1 until end of turn. Cantrip.

All Bats SC U ** ●●● AN,4th
 Tap target wall. 1/1.

All from Cairo SC R *** ●●● AN
 You cannot be reduced below 1 life due to damage. D/1.

Alban's Tower INS C ** ●●● HL
 Target defending creature gains +3/+1 until end of turn.

Amulet INS C ** ●●● HL
 All blocking creatures get first strike.

Amulet SC C ** ●●● HL,5th

MAGIC FACT Red and black have the most enchant worlds, with six apiece. Blue and green each have five; white has three. But there is only one gold—Winter's Night.

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA Enchant Artifact	EN Enchantment	LL Legendary Land	SL Summon Creature			
AC Artifact Creature	EC Enchant Creature	EW Enchant World	MS Mana Source	SOR Sorcery			
CR Current Rarity	EL Enchant Land	INS Instant					

NAME	KIND	CR	PR	COST	SETS
First strike Haste 3/1					
Aeneas	EN	R	++	●●	SH
Discard a card at random. Put +1/+1 counter on target creature.					
An-Zerlin Rules	EN	R	++	●●	HL
A creature type of your choice does not untap during untap step.					
Anaba Ancestor	SC	R	++	●●	HL
Target Minotaur gets +1/+1 until end of turn 1/1.					
Anaba Bodyguard	SC	C	++	●●	HLth
First strike 2/3					
Anaba Shaman	SC	G	++	●●	HLth
Do 1 damage to target creature or player 2/2.					
Anaba Spirit Crawler	SC	R	++	●●	HL
All minotaurs get +1/+1 1/3.					
Anemolite	SC	C	++	●●	EX
When Anemolite attacks, you may return target sorcery card from your graveyard to your hand 2/2.					
Anarchy	SDR	U	++	●●	IA
Destroy all white permanents.					
Ancient Runes	EN	U	++	●●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.					
Antagonism	EN	R	++	●●	UJ
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.					
Apocalypse	SDR	R	++	●●	TM
Remove all permanents from the game. Discard your hand.					
Arc Lightning	SDR	C	++	●●	UJ
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.					
Armored Guildmage	SC	C	++	●●	MG
Target creature gets +1/+0. Target gets +0/+1 1/1.					
Arms Dealer	SC	U	++	●●	MM
Sacrifice a Goblin: Deals 1 damage to target creature 1/1.					
Artificer Blast	INS	G	++	●●	AQ
Counter an artifact as if it's being cast.					
Atog	SC	C	++	●●	AQ, 5th
Sacrifice an artifact: +2/+2 1/2.					
Avaniche	SDR	U	++	●●	IA
Destroy snow-capped lands.					
Avaniche Riders	SC	U	++	●●	UJ
Each Haste. When Riders comes into play, destroy target land 2/2.					
Backdraft	INS	U	++	●●	LG
Backdraft deals half the damage (round down) done by one sorcery to its caster.					
Baldurvan Barbarians	SC	C	++	●●	IA, 5th
3/2					
Baldurvan Horde	SC	R	++	●●	AL, 5th
When Horde enters play, randomly discard a card or bury Horde 5/5.					
Baldurvan Hydra	SC	R	++	●●	IA
Put X +1/+0 counters on Hydra when it comes into play. Remove a +1/+0 counter: Prevent 1 damage to Hydra. Put a +1/+0 counter on Hydra during your upkeep 0/1.					
Baldurvan War-Makers	SC	C	++	●●	AI
Rampage: 1. Haste 3/3.					
Ball Lightning	SC	R	++	●●	DK, 4th, 5th
Trample Haste. Bury Ball Lightning at end of turn 0/1.					
Barbed Silver	SC	U	++	●●	TM
Each Silver gains +1/+0 until end of turn 2/2.					
Battering Attack	INS	R	++	●●	MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.					
Battle Frenzy	INS	C	++	●●	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.					
Battle Rampart	SC	C	++	●●	MM
Target creature gets Haste until end of turn 1/3.					
Battle Squadron	SC	R	++	●●	MM
Flying. Squadron's power and toughness are each equal to the number of creatures you control 7/7.					
Bears of Bopogard	SC	U	++	●●	LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards 3/3.					
Bodiam	EN	R	++	●●	UJ
Creatures cannot block.					
Breathal Fire	SC	C	++	●●	AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Cantrip.					
Brutality of Fire	EC	C	++	●●	WL
Sacrifice an untapped creature. Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.					
Bird Maiden	SC	C	++	●●	AK, 4th, 5th
Flying 1/2.					
Blister Mage	SC	C	++	●●	MM
Discard a card: Destroy target wall 2/2.					
Blaze	SDR	U	++	●●	5th, 6th
Blaze deals X damage to target creature or player.					
Blaze Effigy	SC	R	++	●●	LG
When placed in the graveyard from play, Effigy deals 3 damage to target creature. If it was destroyed by another Effigy, it also deals damage equal to the damage done to that Effigy 0/3.					
Blind Fury	INS	U	++	●●	MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.					
Blistering Barrier	SC	C	++	●●	MG
Counts as a wall 5/2.					
Blood Frenzy	INS	C	++	●●	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.					
Blood Hound	SC	R	++	●●	HL
Whenever you take damage, you may put that many +1/+1 counters on Hound. At end of turn, remove all counters from Hound 1/1.					
Blood Lust	INS	C	++	●●	LG, 4th, 5th
Target creature gets +4/+4. Its toughness cannot go below 1.					
Blood Oath	INS	R	++	●●	MM
Choose a card type. Target opponent reveals his hand. Deal 3 damage to that player for each card of the chosen type revealed.					
Blood Moon	EN	R	++	●●	DK, CH
Treat all non-basic lands as basic mountains.					
Bloodrock Cyclops	SC	C	++	●●	WL
Bloodrock Cyclops attacks each turn if able 3/3.					
Bloodshot Cyclops	SC	R	++	●●	UD
Sacrifice a creature: Cyclops deals X damage to target creature					

NAME	KIND	CR	PR	COST	SETS
or player, where X is the sacrificed creature's power 4/4					
Bogardan Firebeast	SC	C	++	●●	WL
Firebeast is put into any graveyard from play, it deals 2 damage to target creature 2/1.					
Bogardan Phoenix	SC	R	++	●●	VS
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it. If Phoenix is put into any graveyard and has a counter on it, remove it from the game 3/3					
Boli	INS	U	++	●●	TM, 5th
Destroy all islands.					
Bolting Blood	INS	C	++	●●	HL
Target creature attacks this turn if able. Draw a card.					
Bone Shaman	SC	C	++	●●	UJ
Creatures damaged by Bone Shaman this turn can't regenerate 3/3.					
Brand	INS	R	++	●●	UJ
Gain control of all permanents you own. Cycling.					
Brand of Ill Omen	EC	R	++	●●	IA
Cl: Target creature's controller may not cast summon spells.					
Brassclaw Lord	SC	C	++	●●	FE, 5th
Can't be assigned to block creatures of power greater than 1 3/2.					
Bravado	EC	C	++	●●	UJ
Enchanted creature gets +1/+1 for each other creature you control.					
Brawl	INS	R	++	●●	MM
Until end of turn, all creatures gain "This creature deals damage equal to its power to target creature."					
Brothers of Fire	SC	C	++	●●	DK, 4th, 5th
Do 1 damage to any target and 1 damage to you 2/2.					
Brute, The	EC	C	++	●●	LG, 4th, 5th
Target creature gains +1/+0. Regenerates.					
Builder's Bane	SDR	C	++	●●	MG
Destroy X target artifacts. For each artifact put into the graveyard this way, Bane deals 1 damage to that artifact's controller.					
Bulwark	EN	R	++	●●	UJ
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that					

STUMPERS



2: Squalmonger deals 1 damage to each creature with flying and each player. Any player may play this ability.

"Squal, gale, hurricane... it's all a matter of size... and power."

NAME	KIND	CR	PR	COST	SETS
produces colorless mana.					
Chaoscape	INS	R	++	●●	LUR, 4th
Changes the color of a card being played or in play to red.					
Chaosphere	EW	R	++	●●	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.					
Charlie Goo	SC	R	++	●●	TM
Comes into play with three +1/+1 counters on it. During your upkeep, you may lose a coin if you win the flip, add a +1/+1 counter to Goo. Otherwise, remove a +1/+1 counter from it 0/0.					
Cloud Giant	INS	U	++	●●	MG
Destroy target creature, if the creature is white. Cloud deals to that creature's controller damage equal to the creature's power.					
Cinder Crawler	SC	C	++	●●	EX
Crawler gets +1/+0 until turn ends. Play only if Crawler is blocked 1/2.					
Cinder Elemental	SC	U	++	●●	MM
Sacrifice: Deals X damage to target creature or player 2/2.					
Cinder Giant	SC	U	++	●●	WL
During upkeep, Giant deals 2 damage to each other creature you control 5/3.					
Cinder Seer	SC	U	++	●●	UD
Reveals any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number revealed 1/1.					
Cinder Wall	SC	C	++	●●	WL
If Cinder Wall blocks, destroy it at end of combat 3/3.					
Clash Quarters	EN	U	++	●●	MM
Whenever a creature you control becomes blocked, Quarters deals 1 damage to target creature or player.					
Coles Yearling	SC	C	++	●●	UD
Mountainwalk: +1/+0 until end of turn 1/1.					
Cone of Flame	SDR	U	++	●●	WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.					
Conquer	EL	U	++	●●	IA, 5th, 6th
Take control of target and					

NAME	KIND	CR	PR	COST	SETS
to pick up Spark.					
Defender of Chaos	SC	C	++	●●	UJ
Protection from white. You may play Defender as an instant 2/1.					
Desert Nomads	SC	C	++	●●	AN
Desertwalk. Immune to damage from Deserts 2/2.					
Desperate Gambit	INS	U	++	●●	WL
Flip a coin; if you win, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.					
Destructive Urege	EC	U	++	●●	UJ
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.					
Devilstone	SDR	U	++	●●	AQ, 4th, 5th
Destroy target artifact and Detonate deals X damage to its controller. X is the casting cost of the artifact.					
Dichotomy	INS	R	++	●●	LG
Untap target attacking creature and gain control of it until end of turn.					
Disintegrate	SDR	C	++	●●	LUR, 4th, 5th
Disintegrate deals X damage to target creature or player. If target is a creature and dies this turn, remove it from the game.					
Disorder	SDR	U	++	●●	UJ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dizzing Spell	EC	C	++	●●	EX
Play only on a creature you control. Enchanted creature deals 1 damage to target creature with flying.					
Dragon Whelp	SC	U	++	●●	LUR, 4th
Flying: +1/+0; if more than 1, it's spent this way in one turn. Dragon Whelp is destroyed at end of turn 2/3.					
Dromedary	SC	C	++	●●	UJ
Whenever Dromedary blocks or becomes blocked, it gets +2/+2 until end of turn 1/1.					
Duct Crawler	SC	C	++	●●	SH
Target creature cannot block Duct Crawler this turn 1/1.					
Dwaven Armory	SC	R	++	●●	FE
Discard a card from your hand: Put a +0/+1 or a +1/+0 counter on target creature 0/2.					
Dwaven Armory	EN	R	++	●●	IA
Sacrifice a land: Put a +2/+2 counter on a creature. You may only use this ability during your upkeep.					
Dwaven Berserker	SC	C	++	●●	WL
If Berserker is blocked it gets +3/+0 and gains trample until end of turn 1/1.					
Dwaven Catapult	INS	U	++	●●	FE, 5th
Deals X damage, divided evenly among all of opponent's creatures.					
Dwaven Desolation Tunnels	SC	U	++	●●	LU
Destroy target wall 1/1.					
Dwaven Lieutenant	SC	U	++	●●	FE
Give target Dwarf +1/+0 until end of turn 1/2.					
Dwaven Miner	SC	U	++	●●	MG
Destroy target nonbasic land 1/2.					
Dwaven Nomad	SC	C	++	●●	MG
Target creature with power 2 or less is unblockable this turn 1/1.					
Dwaven Pawn	SC	R	++	●●	HL
Target Dwarf gets mountainwalk until end of turn 1/1.					
Dwaven Sea Clan	SC	U	++	●●	HL
At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands 1/1.					
Dwaven Soldier	SC	C	++	●●	FE, 5th
If Dwaven Soldier blocks or is blocked by an Orc it gains +0/+2 until end of turn 2/1.					
Dwaven Song	INS	U	++	●●	LG
Change the color of any number of target creatures to red until end of turn.					
Dwaven Thunderbolt	SC	R	++	●●	WL
Switch the power and toughness of target creature until end of turn. Effects that target that creature's power after its toughness instead, and vice versa, until end of turn 1/2.					
Dwaven Trailer	SC	C	++	●●	HL
1/1.					
Dwaven Vigilantes	SC	C	++	●●	VS
If Vigilantes attacks and is not blocked, you may have it deal no combat damage. If you do, Vigilantes deals damage equal to its power to target creature 2/2.					
Dwaven Warriors	SC	C	++	●●	LUR, 4th, 5th
Target creature of power no greater than 2 becomes unblockable 1/1.					
Dwaven Weaponsmith	SC	U	++	●●	AQR
Sacrifice an artifact: Put a +1/+1 counter on target creature 1/1.					
Earth Elemental	SC	U	++	●●	LUR, 4th
4/5					
Earthbind	EC	C	++	●●	LUR
Deal 2 damage to target flying creature. Enchanted creature loses flying.					
Earthquake	SDR	R	++	●●	Basic
Deals X damage to all players and non-flying creatures in play.					
Exalted Cyclops	SC	C	++	●●	MG
If any creature you control attacks, Cyclops also attacks if able 3/4.					
Electro	SC	R	++	●●	UJ
Whenever Electro successfully deals combat damage to defending player, Electro deals damage equal to its power to each blocking creature 3/3.					
Elkin Lair	EW	R	++	●●	VS
During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.					
Emberwilde Djinn	SC	R	++	●●	MG
Flying. During each player's upkeep, he or she may pay 1/1 or less 2 life to gain control of Emberwilde Djinn 5/4.					
Emerging Lizard	SC	U	++	●●	TM
Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains Haste" instead of a creature. You may pay 1/1 and the effect 1/1.					
Enslaved Scout	SC	C	++	●●	AI
Mountainwalk until end of turn 2/2.					
Erne the Relentless	SL	U	++	●●	HL
Regenerates. Haste 5/2.					
Ertarray	EC	C	++	●●	IA, 5th
Target creature gains +0/+0. No other creatures can attack this turn if target creature survives.					
Etchmark Flame	SDR	R	++	●●	DK
Deals X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.					
Eternal Warrior	EC	C	++	●●	LG, 4th, 5th
Target creature does not tap to attack.					
Evaporate	SDR	U	++	●●	HL
Deals 1 damage to each blue and white creature.					

Magic

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Players Guide

NAME	KIND	CR	PR	COST	SETS
Falling Star	SOR	R	•	•••	LG
Flip Star onto playing area. Star must initiate 350°. Star deals 3 damage to any creature in its path and makes them tapped.					
Faerie Order	INS	C	••	••	LU
Choose if you have one defending creature blocks. Play after defense is chosen but before damage is dealt.					
Faith	INS	C	••	••	UZ
Creatures without flying cannot block this turn.					
Fanning the Flames	SOR	U	••	•••	SH
Backlash: Deal 1 damage to target creature or player.					
Fault Line	INS	R	••	•••	UZ
Deals X damage to each non-flying creature and each player.					
Faint	INS	C	•	••	LG
Tap all creatures blocking target creature. Target deals no damage.					
Farmer	EN	R	••	•••	WL6th
All creatures you control have haste.					
Fary Nixie	EC	C	••	••	UZ
When Nixie is put into a graveyard from play, return Nixie to owner's hand. Enchanted creature gets +1/+0 until end of turn.					
Fighting Chance	INS	R	•	••	EX
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.					
Final Fortune	INS	R	••	••	MG6th
Take another turn. You lose the game at the end of that turn.					
Fire Ants	SC	C	••	••	UZ
Deal 1 damage to another creature without flying. 2/1.					
Fire Drake	INS	C	••	•••	DK4th,5th
Flying. +1/+0. Use only once per turn. 1/2.					
Fire Elemental	SC	U	••	•••	LUR4th,5th
5/4.					
Fire Whip	EC	C	••	••	WL
Play only on a creature you control. Enchanted creature gains the ability "Deal 1 damage to target creature or player." Sacrifice Whip: Deal 1 damage to target creature or player.					
Fireball	SOR	C	•••	••	LUR4th,5th
Fireball deals X damage, divided evenly among any number of targets (round down). Play after first target beyond the first.					
Fireblast	INS	C	••	•••	VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Deals 4 damage to target creature or player.					
Firebreathing	EC	C	•	••	Basic, MG
+1/+0.					
Firefly	SC	U	••	••	TM
Flying. Firefly gets +1/+0 until end of turn. 1/1.					
Firestarter	SC	C	••	••	TM
Deals 1 damage to target creature or player and 1 damage to you. 1/1.					
Firestorm	INS	R	••	••	WL
Discard X cards: Deals X damage to each of X creatures and/or players.					
Firestorm Phoenix	SC	R	••	•••	LS
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so it may not be cast that turn. 3/2.					
Fissure	INS	C	••	•••	DK4th
Bury target and/or creature.					
Fit of Rage	SOR	C	••	••	WL6th
Target creature gets +3/+3 and gains first strike until end of turn.					
Flailing Manticore	SC	R	••	••	MM
Flying: first strike. Gains +1/+1 until end of turn. Gets -1/-1 until end of turn. Any player may play these abilities. 3/3.					
Flailing Ogre	SC	U	••	••	MM
Gains +1/+1 until end of turn. Gets -1/-1 until end of turn. Any player may play either of these abilities. 3/3.					
Flailing Soldier	SC	C	••	••	MM
Gains +1/+1 until end of turn. Gets -1/-1 until end of turn. Any player may play either of these abilities. 2/2.					
Flame Elemental	SC	U	••	•••	MG
Sacrifice. Deals damage equal to Elemental's power to a creature. 3/2.					
Flame Jet	SOR	C	••	••	UD
Flying. Flame Jet deals 3 damage to target player.					
Flame Spirit	SC	U	••	••	IA5th,6th
+1/+0 until end of turn. 2/3.					
Flame Wave	SOR	U	••	•••	SH
Deals 4 damage to target player and each creature he controls.					
Flaming Sword	EC	C	••	••	MM
You may play Sword any time you could play an instant. Target creature gets +1/+0 until end of turn and has first strike.					
Flare	INS	C	••	••	IA, MG5th
Flare deals 1 damage to any target. Cantrip.					
Flashfires	INS	C	••	••	Basic
Destroy all plains in play.					
Fling	INS	C	••	••	SH
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.					
Flowerstone Blade	EC	C	•	••	SH
Enchanted creature gets +1/-1 until end of turn.					
Flowerstone Flood	SOR	U	••	••	EX
Backlash: Play 3 life. Discard a card at random. Destroy target land.					
Flowerstone Giant	SC	C	••	•••	TM
Flowerstone Giant gets +2/+2 until end of turn. 3/3.					
Flowerstone Heillon	SC	U	••	••	SH
Haste. Flowerstone Heillon gets +1/-1 until end of turn. 3/3.					
Flowerstone Mauler	SC	R	••	••	SH
Trample. Flowerstone Mauler gets +1/-1 until end of turn. 4/5.					
Flowerstone Salamander	SC	U	••	••	TM
Deals 1 damage to target creature blocking it. 3/4.					
Flowerstone Shambler	SC	C	••	••	SH
Flowerstone Shambler gets +1/-1 until end of turn. 2/2.					
Flowerstone Wyvern	SC	R	••	••	TM
Flying. Flowerstone Wyvern gets +2/+2 until end of turn. 3/3.					
Fork	INS	R	••	••	LUR
Duplicate a sorcery or instant. Just cast. You choose the new target.					
Frost Giant	SC	U	••	••	LG

NAME	KIND	CR	PR	COST	SETS
Rampage: 2/4/4					
Furnace Assault	EN	C	••	••	MM
Whenever you play a creature. Assault deals 1 damage to target player.					
Furnace Brood	SC	C	••	••	EX
Target creature cannot be regenerated this turn. 3/3.					
Furnace of Rath	EN	R	••	•••	TM
Double all damage assigned to any creature or player.					
Furnace Spirit	SC	C	••	••	SH
Haste. Furnace Spirit gets +1/+0 until end of turn. 1/1.					
Gamble	SOR	R	••	••	UZ
Sacrifice your library for a card and put it into your hand. Discard a card at random.					
Game of Chaos	SOR	R	••	•••	IA5th
Choose target player and flip a coin. If you win you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.					
Gerrard's Irregulars	SC	C	••	••	MM
Trample: haste. 4/2.					
Ghira Fire-Eater	SC	U	••	••	UZ
Sacrifice Fire-Eater: deals damage equal to its power to target creature or player. 2/2.					
Ghito Slinger	SC	C	••	••	UL
Echo: When Slinger comes into play, it deals 2 damage to target creature or player. 2/2.					
Ghito War Cry	EN	U	••	••	UL
Target creature gets +1/+0 until end of turn.					
Giant Strength	EC	C	••	••	LG4th,5th,6th
Target creature gets +2/+2.					
Glacial Cravasses	EN	R	••	••	IA
Sacrifice a snow-covered mountain. Creatures deal no damage in combat this turn.					
Glyph of Destruction	SC	C	••	••	LG
Target and you control blocks +10/+0 when blocked. Target wall takes no damage in combat but is destroyed at end of turn.					
Goblin Artisans	SC	U	••	••	AC, CH
Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.					
Goblin Ballon Brigade	SC	U	••	••	LUR4th
Gains flying until end of turn. 1/1.					
Goblin Berserker	SC	U	••	••	UL
First strike: haste. 2/2.					
Goblin Bomb	EN	R	••	••	WL
During your upkeep you may choose to flip a coin. If the flip ends up in your favor, put a face counter on Goblin Bomb. Otherwise, remove a face counter from Goblin Bomb. Remove five face counters from Goblin Bomb: Sacrifice Goblin Bomb. Deals 2 damage to target player.					
Goblin Bombardment	SC	U	••	••	TM
Sacrifice a creature: Deals 1 damage to target creature or player.					
Goblin Cadets	SC	U	••	••	UZ
Whenever Cadets block or becomes blocked, opponent gains control of it. 2/1.					
Goblin Caves	EL	C	••	••	DK
If target land is a basic mountain, all Goblins gain +0/+1. FE					
Goblin Chimeras	SC	C	••	••	FE
Sacrifice a Goblin: Regenerate target creature. 0/2.					
Goblin Digging Team	SC	C	••	••	DK5th,6th
Sacrifice Digging Team: Destroy target wall. 1/1.					
Goblin Elite Infantry	SC	C	••	••	MG6th
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.					
Goblin Festival	EN	R	••	••	UD
Festival deals 1 damage to target creature or player. Flip a coin. If you use the flip, choose one of your opponents. That player gains control of Goblin Festival.					
Goblin Follies	SC	R	••	••	FE
Islandwalk: At the start of the attack, pay • or creatures blocking or blocked by Follies get first strike until end of turn. 2/2.					
Goblin Gardener	SC	C	••	••	UD
When Gardener is put into a graveyard from play, destroy target land. 2/1.					
Goblin Grenade	SOR	C	••	••	FE
Sacrifice a Goblin: Deals 5 damage to target creature or player.					
Goblin Grenadiers	SC	U	••	••	WL
Sacrifice Grenadiers. Destroy target creature and target land. Use this ability only if Grenadiers is attacking and unblocked. 2/2.					
Goblin Hero	SC	C	••	••	DK5th,6th
Goblin King	SC	R	••	••	Basic
All Goblins gain mountainside and +1/+1. 2/2.					
Goblin Kite	EN	U	••	••	FE
Gho target creature you control with toughness no greater than 2 flying until end of turn. At end of turn flip a coin. Bury target creature if opponent wins flip.					
Goblin Lackey	SC	U	••	••	UZ
Whenever Lackey successfully damages a player, you may choose a Goblin card in your hand and put it into play. 1/1.					
Goblin Marshal	SC	R	••	••	UZ
Echo: Whenever Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play. 3/3.					
Goblin Massacre	SC	C	••	••	UZ
When Massacre is put into a graveyard from play, destroy target wall. 2/1.					
Goblin Matron	SC	C	••	••	UZ
When Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. 1/1.					
Goblin Medics	SC	C	••	••	UZ
Whenever Medic becomes tapped, it deals 1 damage to target creature or player. 1/1.					
Goblin Mutant	SC	U	••	••	UZ
Trample: Mutant cannot attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 5/3.					
Goblin Offshoot	SOR	U	••	••	UZ
Put X 1/1 red Goblin tokens into play.					
Goblin Patrol	SC	C	••	••	UZ
Echo: 2/1.					
Goblin Raider	SC	C	••	••	UZ
Cannot block. 2/2.					
Goblin Recruiter	SC	U	••	••	VS6th
When Recruiter comes into play, search your library for any number of Goblins and put them on top of your library in any order.					
Goblin Rock Sled	SC	C	••	••	DK4th
Trample. Cannot attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.					

NAME	KIND	CR	PR	COST	SETS
Goblin Sappers	SC	C	••	••	IA
Target creature you control is unblockable. That creature and Sappers are destroyed after combat.					
Goblin Scouts	SOR	U	••	••	MG
Put three tokens in play. Treat as 1/1 red goblins with mountainside.					
Goblin Shrine	EL	C	••	••	DK, CH
If target land is a basic mountain, all Goblins gain +1/+0. Deals 1 damage to all Goblins if it leaves play.					
Goblin S&P Patrol	SC	C	••	••	IA
Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Patrol at end of turn. 1/1.					
Goblin Snowman	SC	U	••	••	IA
Snowman neither takes nor deals damage in combat when blocking. Deals 1 damage to the creature it blocks. 1/1.					
Goblin Soothsayer	SC	U	••	••	MG
Sacrifice a Goblin: All red creatures get +1/+1 until end of turn. 1/1.					
Goblin Spellknave	SC	C	••	••	UZ
Mountainside. 2/2.					
Goblin Swine-Rider	SC	C	••	••	YS
If Swine-Rider is blocked it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.					
Goblin Tinkerer	SC	C	••	••	MG
Destroys target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.					
Goblin Vandal	SC	R	••	••	WL
Destroys target artifact defending player controls. Goblins Vandal deals no combat damage this turn. Use with caution only if Vandal is attacking and unblocked and only once each turn. 1/1.					
Goblin War Buggy	SC	C	••	••	UZ
Echo: haste 2/2.					
Goblin War Drums	EN	C	••	••	FE.6th
Each of your attackers may not be blocked by less than 2 creatures.					
Goblin Warriors	EN	C	••	••	FE.5th.6th
Sacrifice two Goblins. Put three 1/1 red Goblin tokens into play.					
Goblin Welder	SC	R	••	••	UL
Exchange target artifact a player controls for target artifact on that player's graveyard. 1/1.					
Goblin Wizard	SC	R	••	••	DK
Put a Goblin from your hand directly into play. Gives target Goblin protection from white until end of turn. 1/1.					
Goblins of the Flarg	SC	C	••	••	DK, CH
Mountainside. Bury Goblins if you are stupid enough to control any Dwarves. What the heck are you thinking? 1/1.					
Gorilla Shaman	SC	U	••	••	AI
Attacking creatures control red creature-artifact with casting cost of X. 1/1.					
Gorilla War Cry	INS	C	••	••	A
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.					
Granite Gargoyle	SC	R	••	••	LLR

KILLER COIN

4, Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 4 and refund the coin.

Flips: Ron Spears.

for your liking, try a no-risk proposition, and respond by returning it to your hand

Flying • Gains +0/+1, 2/2.

Gravitas Sphare EL C •• •• UL

1 enchanted creature gains +1/+0 for each mountain you control.

Gravitas Sphare EL R •• •• LG

All creatures lose flying ability.

Gray Drgs SC C • •• LL,R.4th. 2/2

Grizzled Wolverine SC U •• •• IA

Gains +2/+0. Use only when blocked and only once per turn. 2/2.

Guerrilla Tactics INS C •• •• AI

Deals 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.

Guns SC U •• •• UZ

Protection from blue. 2/2.

Hammer Mage SC U •• •• MM

Discard a land: Destroy all artifacts with converted cost X or less. 1/1.

Hammer of Bogardan SOR R •••• •• MS.6th

Deals 3 damage to any target. Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.

Hand to Hand EN R •• •• TM

NAME	MIND	CR	PR	COST	SETS
Ironclad Curse	EC	R	...	HL, 5th	
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.					
Ironclad Orcs	SC	C	...	LU, 4th, 5th	
May only block creatures of power equaling 1 or less. 2/2.					
Jackal Pup	SC	U	...	TM	
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.					
Jagged Lightning	SOR	U	...	UZ	
Lightning deals 3 damage to target creature and 3 damage to another creature.					
Jakalhuangs	SOR	R	...	IA, 5th, 6th	
Bury all artifacts, creatures and lands.					
Jevon	SL	C	...	HL	
... Destroy target non-creature artifact. 3/3.					
Kaervek's Torch	SOR	C	...	MG	
Interrupts that target Kaervek's Torch each cost an additional to play. Torch deals X damage to target creature or player.					
Karpusan Giant	SC	U	...	IA	
Tap a snow-covered land and you control. +1/+1, 3/3.					
Karpusan Yeti	SC	R	...	IA	
Yeti and target do not power or damage to each other. 3/3.					
Keeper of Knokos	SC	U	...	VS	
... Protection from red until end of turn. 1/1.					
Keeper of the Flame	SC	U	...	EX	
... Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that opponent has more life than you. 1/2.					
Keldon Champion	SC	U	...	LG	
Echo haste. When Champion comes into play, it deals 3 damage to target player. 3/2.					
Kolden Vandalis	SC	C	...	4/1	
Echo. When Vandalis comes into play, destroy target artifact. 4/1.					
Kolden Warlord	SC	U	...	IA, 4th, 5th	
... is the number of non-wall creatures in play on your side. 1/1.					
Kindie	INS	C	...	TM	
Kindie deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in the graveyard.					
Kird Ape	SC	C	...	AN, R	
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	...	LG	
All your Kobolds gain +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	...	LG	
First strike. All your Kobolds gain first strike. 1/2.					
Kobold Taskmaster	SC	U	...	LG	
All your Kobolds gain +1/+0, 1/2.					
Kobolds of Kher Keep	SC	C	...	LG	
0/1.					
Konkua	SC	R	...	VS	
Trample. During your upkeep, if you do not control at least one Keeper of Konkua, Konkua deals 3 damage to you and attacks this turn if able. +1/+0 until end of turn 3/5.					
Kris Mage	SC	C	...	MM	
... Discard a card; Mage deals 1 damage to target creature or player. 1/1.					
Kyren Elder	SC	C	...	MM	
Flying. Elder can't block. 1/1.					
Kyren Legate	SC	U	...	MM	
If an opponent controls a plains and you control a mountain, you may play Legate without paying its mana cost. Haste. 1/1.					
Kyren Negotiations	EN	U	...	MM	
Tap an untapped creature you control. Negotiations deals 1 damage to target player.					
Kyren Sniper	SC	C	...	MM	
At the beginning of your upkeep you may have Sniper deal 1 damage to target player. 1/1.					
Land's Edge	EW	R	...	LG, CH	
Discard a card: If the discarded card is a land, Land's Edge deals 2 damage to target player. Any player may use this ability. 1/1.					
Landslide	SOR	U	...	UD	
Sacrifice X mountains: Deals X damage to target player.					
Last-Of-Its Effort	INS	U	...	UL	
Sacrifices X creatures. Deals X damage to any target.					
Lava Aze	SOR	C	...	UL	
Lava Aze deals 5 damage to target player.					
Lava Burst	SOR	C	...	IA	
Burst deals X damage to target creature or player. Effects that prevent or redirect damage cannot be used to protect creatures.					
Lava Hounds	SC	U	...	VL	
Haste. When comes into play, it deals X damage to you. 4/4.					
Lava Runner	SC	R	...	MM	
Haste. Whenever Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land. 2/2.					
Lava Storm	INS	C	...	UL	
Deals 2 damage to each attacking or each blocking creature.					
Ley Waste	SOR	C	...	UZ	
Destroy target land. Cycling.					
Lightning Blast	INS	C	...	TM, 6th	
Lightning Blast deals 4 damage to target creature or player.					
Lightning Bolt	INS	C	...	LU, 4th	
Lightning Bolt deals 3 damage to target creature or player.					
Lightning Cloud	EN	U	...	VL	
... Deals 1 damage to target creature or player. Use only when a red spell is successfully cast and only once for each spell.					
Lightning Dragon	SC	R	...	UZ	
Flying echo. +1/+0 until end of turn. 4/4.					
Lightning Elemental	SC	C	...	TM	
Haste. 4/1.					
Lightning Hounds	SC	C	...	MM	
First strike. 3/2.					
Lightning Reflexes	EC	C	...	MG	
You may choose to play Reflexes as an instant. If you do, bury it at end of turn. Enchanted creature gains +1/+0 and first strike.					
Litbush	SC	U	...	MM	
At the beginning of your upkeep, sacrifices Litbush unless you sacrifice a mountain. 1/1.					
Lowland Giant	SC	C	...	TM	
4/3.					
Lunge	INS	C	...	MM	
Deals 2 damage to target creature and 2 damage to target player.					
Mage II-Voc	SC	C	...	EX	
Discard a card at random. Mage II-Voc deals 1 damage to target creature or player. 2/2.					
Magistrate's Veil	EN	U	...	MM	
White creatures and blue creatures can't block.					
Magnum	SC	U	...	MM	
Magnum comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnum, or sacrifice Magnum and it deals 1 damage to each +1/+1 counter on it to each creature with flying and each player. 0/0.					
Magnetic Mountain	EN	R	...	AN, R, 4th	

NAME	KIND	CR	PR	COST	SETS
Mana Clash	SOR	R	...	DK, 4th, 5th	
Choose a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.					
Mana Flare	EN	R	...	LU, R, 4th, 5th	
Each land produces an extra mana of its normal type.					
Manaborn	EN	R	...	Basic	
Deals 1 damage to controller whenever it taps a land for mana.					
Maniacal Regent	EC	C	...	EX	
Enchanted creature gains +2/+2 and cannot block.					
Marasmus of Keld	SL	R	
Has power and toughness each equal to the total number of untapped artifacts, creatures and lands you control. 7/7.					
Mark of Fury	EC	C	...	UD	
Enchanted creature gains haste. At end of turn, return Mark to owner's hand.					
Martin Strumpald	SL	R	...	IA	
If Martin attacks, all other attacking creatures gain +1/+1 until end of turn, where "1" equals the number of other attacking creatures. If Martin blocks, all other blocking creatures gain +1/+1 until end of turn. 1/1.					
Melee	INS	U	...	IA	
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any					

STUMPERS



Prevent all combat damage that would be dealt to and dealt by creatures you control.

"Donde ellos vagan, peces, víboras, sharks. No chinas."

—Saprazan, victor

unblocked attackers. Treat those creatures as if they had not attacked.					
Meldrum	SOR	U	...	UZ	
Destroy each artifact with total casting cost X or less.					
Melior	EN	U	...	IA	
All snow-covered lands turn into snow-covered lands.					
Mercadia's Downdell	INS	U	...	MM	
Attacking creatures gain +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.					
Metnor Shower	SOR	C	...	IA	
Deals X+1 damage divided among any number of targets.					
Mijao Djinn	SC	R	...	AN, R	
If Djinn attacks, flip a coin. If you lose, it taps but doesn't attack. 5/3.					
Mob Justice	SOR	C	...	SH	
Deals 1 damage to target player for each creature you control.					
Mob Mentality	SC	U	...	SH	
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +7/+0 until end of turn, where "1" equals the number of attacking creatures.					
Mogg Assassin	SC	U	...	EX	
... Flip a coin. If you win, destroy target creature opponent controls. Otherwise, destroy target creature of opponent's choice. 2/1.					
Mogg Bombers	SC	C	...	SH	
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. 3/4.					
Mogg Concepts	SC	C	...	TM	
Mogg Concepts cannot attack unless you have successfully cast a creature spell this turn. 2/2.					
Mogg Fendish	SC	C	...	TM	
Sacrifices 1 damage to target creature or player. 1/1.					
Mogg Funnies	SC	C	...	SH	
Mogg Funnies cannot attack or block during a turn in which no other creature you control attacks or blocks. 3/3.					
Mogg Infestation	SOR	R	...	SH	
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblins tokens into play under that player's control. Treat these tokens as 1/1 creatures.					
Mogg Maniac	SC	U	...	SH	
Whenever Mogg Maniac is dealt damage it deals an equal amount of damage to target opponent. 1/1.					
Mogg Raider	SC	C	...	TM	
Sacrifices a Goblin. Target creature gains +1/+1 until end of turn. 1/1.					
Mogg Squad	SC	U	...	TM	
Mogg Squad gets 1/1 for each other creature in play. 3/3.					
Molten Hydra	SC	R	...	UL	
... Put a +1/+1 counter on Hydra. Remove all counters from Hydra. Hydra deals X damage to target creature or player for each +1/+1 counter removed this way. 1/1.					
Moss's Goblin Raiders	SC	C	...	LU, R, 4th, 5th	
Monstrous Hound	SC	R	...	EX	
Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player. 4/4. Cannot suck any control more than that.					
Mountain Boak	SC	C	...	IA, 5th, 6th	
Mountainwalk. 1/1.					
Mountain Yeti	SC	C	...	LG, CH	
Mountainwalk, protection from white. 3/3.					
Murkslide	EN	R	...	IA	
Non-flying creatures do not untap. Unless their controller pays 1 for each creature he wishes to untap.					
Nakietri Dragon	SC	R	...	PR	
Flying, hound. Gains +1/+0 until end of turn. Bury Naakietri Dragon if more than 1 is spent in one turn. 1/1.					

NAME	KIND	CR	PR	COST	SETS
No Quarter	EN	R	...	TM	
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Oath of Mages	EN	R	...	EX	
During each player's upkeep, if that player has less life than target opponent, he or she may have both deal 1 damage to that opponent.					
Ogre Enforcer	SC	R	...	VS	
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.					
Ogre Shaman	SC	R	...	EX	
... Discard a card at random. Deals 2 damage to any target. 3/3.					
Ogre Taskmaster	SC	U	...	MM	
Taskmaster can't block. 4/3.					
Olek	SC	R	...	UZ	
Olek cannot attack unless a creature with greater power also attacks. Olek cannot block unless a creature with greater power also blocks. 4/4.					
Omen of Fire	INS	R	...	AI	
Return all islands to their owners hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.					
Onslaught	EN	C	...	EX	
Whenever you successfully cast a creature spell, tap target creature.					
Opponent	SC	U	...	TM	
... Deals 1 damage to target creature that was damaged this turn.					

I control Statecraft. My opponent attacks with a trampling creature and I block with one of my creatures. What happens to the trample damage?

Your opponent must assign damage to the blocking creature equal to its toughness before he can assign any to you. When the damage tries to resolve, the damage dealt to and dealt by your creature is prevented, but the trampled-over damage resolves normally.

2/2.					
Orc General	SC	U	...	DK	
Sacrifices an Orc or Goblin: All Orcs gain +1/+1 until end of turn. 2/2.					
Orcish Artillery	SC	U	...	Basic	
Deals 2 damage to any target and 2 damage to you. 1/3.					
Orcish Cannoneers	SC	U	...	IA	
Deals 2 damage to any target and 3 damage to you. 1/3.					
Orcish Captain	SC	U	...	FE, 5th	
... Choose target Orc. Then flip a coin. If opponent wins flip, target Orc gains +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.					
Orcish Concepts	SC	C	...	IA, 5th	
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.					
Orcish Farmer	SC	C	...	IA, 5th	
Turn target and into a swamp until its controller's next untap. 2/2.					
Orcish Healer	SC	U	...	IA	
... Target creature may not regenerate.					
Orcish Librarian	SC	R	...	IA	
... Take the top eight cards of your library and randomly remove four from the game. Put the rest in any order on top of your library. 1/1.					
Orcish Lumberjack	SC	C	...	IA	
Sacrifices a forest. Add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.					
Orcish Mechanics	SC	U	...	FE	
Sacrifices an artifact. Deals 2 damage to any target. 1/1.					
Orcish Mine	EL	C	...	HL	
Put three counters on Mine. Remove one counter when target land is tapped and during each of its controller's upkeep. Destroy land when last counter is removed. Orcish Mine deals 2 damage to land's controller.					
Orcish Oriflame	EN	U	...	Basic	
All of your attacking creatures gain +1/+0 during your attack.					
Orcish Settlers	SC	R	...	WL	
... Sacrifice: Destroy X target lands. 1/1.					
Orcish Spy	SC	C	...	FE	
Look at the top three cards in target player's library. 1/1.					
Orcish Specters	SC	R	...	IA, 5th	
If Specters is not blocked you may have it do no damage and gain control of a card controlled by the defending player. 2/3.					
Orcish Veteran	SC	C	...	FE	
Cannot block white creatures of power greater than 1. First strike until end of turn. 2/2.					
Oryx	SC	R	...	FE, 5th	
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.					
Outmaneuver	INS	U	...	UZ	
X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.					
Palladium	SC	R	...	TM	
... Is equal to the number of tapped lands target opponent controls. 7/3.					
Pandemonium	EN	R	...	EX	
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to any target.					
Panels	INS	C	...	IA, 5th	
Target creature may not block this turn. Cantrip.					
Parish	INS	C	...	UL	

NAME	KIND	CR	PR	COST	SETS
Choose one—Parish deals 2 damage to target creature or player; or Parish deals 4 damage to target blue creature.					
Parish	INS	C	...	UL	EX
During the upkeep of enchanted creature's controller reveal the top card of his library. If it's a land, destroy enchanted creature. Otherwise, enchanted creature gains +3/+3 until end of turn.					
Pillage	SOR	U	...	AI, 5th	
Bury target artifact or land.					
Power Surge	EN	R	...	LU, R, 4th	
Before untap step, active player must count untapped lands. During this upkeep, Surge deals 1 damage for each land that had been untapped.					
Price of Progress	INS	U	...	EX	
Deals 2 damage to each player for each nonbasic land he controls.					
Primitive Justices	SOR	U	...	AI	
Destroy target artifact. Destroy a target artifact for each you pay in addition to the casting cost. Destroy a target artifact and gain 1 life for each you pay in addition to the casting cost.					
Primalist Dice	SC	U	...	LG, CH, 5th	
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Dice deals 1 damage to you per counter and taps. 1/1.					
Purveyor	SOR	R	...	MM	
You may sacrifice two mountains instead of paying Purveyor's mana cost. Destroy all artifacts.					
Puppet's Verdict	INS	R	...	MM	
Flip a coin. If you win, destroy all creatures with power 2 or less. If you lose, destroy all creatures with power 3 or greater.					
Pyro Pyromancer	SC	C	...	MM	
Pay 1 in addition to the casting cost. Pyromancer gains +1/+1 until end of turn. 1/1.					
Pyrite Salamander	SC	C	...	MG	
+1/+1 until end of turn. Buy Salamander at end of turn. 1/1.					
Pyroblast	INS	C	...	IA, 5th	
Counter target spell or destroy target permanent if it is blue.					
Pyroclasm	SOR	U	...	IA	
Pyroclasm deals 2 damage to each creature.					
Pyrokinetic	INS	U	...	AI	
You may remove a red card in your hand from games instead of paying the casting cost. Deals 4 damage divided among any number of creatures.					
Pyromancy	EN	R	...	UL	
Discard a card at random. Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.					
Pyrochasm	SOR	C	...	LG, 4th, 5th, 6th	
Deals 4 damage divided any way among any number of targets.					
Quarant French Gnomes	SC	R	...	LG	
Target. French produces 1 instead of 2 until end of game. 1/1.					
Rack and Ruin	INS	U	...	LG	
Destroy two target artifacts.					
Raging Bull	SC	C	...	LG	
2/2. Roaroooooing					
Raging Goblin	SC	C	...	EX, 6th	
Haste. 1/1.					
Raging Sentinel	SC	C	...	VS	
If Goblin blocks or is blocked, it gets +2/-2 until end of turn. 2/3.					
Raging River	EW	R	...	LG	
When attacking, divide opponent's ground creatures on either side of the River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.					
Raging Spirit	SC	C	...	MG	
Raging Spirit is colorless until end of turn. 3/3.					
Raiding Party	EN	U	...	FE	
Cannot be target of white spells or effects. Sacrifices an Orc; Destroy all planes. Any player may pay a white creature to save up to 2 planes.					
Rain of Silt	SOR	U	...	UZ	
Destroy two target lands.					
Rathi Dragon	SC	R	...	TM	
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.					
Ravenous Baboon	SC	R	...	EX	
When Baboons comes into play, destroy target nonbasic land. 2/2.					
Raze	SOR	C	...	UZ	
Sacrifice a land. Destroy target land.					
Reckless Abandon	SOR	C	...	UD	
Sacrifice a creature. Deals 4 damage to target creature or player.					
Reckless Embargement	SOR	R	...	MG, 6th	
Deal 1 damage to any target and 1 damage to itself. 2/2.					
Reckless Gores	SC	C	...	EX	
4 Ups is the only creature that attacks. It gains +3/+4 until end of turn.					
Red Elemental Blast	INS	C	...	LU, R, 4th	
Counter a blue spell being cast or destroy a blue card in play.					
Relapse	EC	C	...	UZ	
Enchanted creature gains first strike.					
Reign of Chaos	SOR	U	...	MG	
Destroy target planes or island and target white or blue creature.					
Relentless Assault	SOR	R	...	VS, 5th	
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.					
Renegade Warlord	SC	U	...	TM	
First strike. If Renegade Warlord attacks, each other attacking creature gains +1/+4 until end of turn. 3/5.					
Repercussion	EN	R	...	UD	
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.					
Retribution	SOR	U	...	HL	
Choose 2 creatures controlled by opponent. Bury one and put a +1/-1 counter on the other. That opponent chooses which creature is buried.					
Retromancer	SC	C	...	UZ	
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. 3/3.					
Rivality	EN	R	...	UL	
During each player's upkeep, if that player controls more lands than any other, Rivality deals 2 damage to him or her.					
Robbery	SC	R	...	MM	
Flying. Whenever fly becomes blocked, defending player discards his hand, then draws that many cards. 1/1.					
Roc Hatchling	SC	U	...	WL	
When Hatchling comes into play, put four counters on it. During your upkeep remove a counter from Hatchling. As long as no counters are on it, Hatchling gains +3/+2 and flying. 0/1.					
Roc of Kher Ridges	SC	R	...	LU, R	
Flying. 3/3.					
Rock Badger	SC	R	...	MM	
Mountainwalk. 3/3.					
Rock Hound	SC	R	...	LU, R	
Put X +1/+1 counters on Hound. Remove a counter for each point of damage Hound takes unless you spend 1 per counter.					

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Put a +1/+1 counter on Hydra. Use only during upkeep. D/D.					
Rock Slide	NS	C	---	---	VS
Deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.					
Rogue Skycaptain	SC	R	---	---	AI
Flying. At beginning of upkeep put a counter on Skycaptain. During upkeep, pay for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.					
Rolling Thunder	SOR	C	---	---	TM
Rolling Thunder deals X damage divided any way you choose among any number of target attacking or all players.					
Rubidium	SOR	R	---	---	SH
Destroy all nonbasic lands.					
Rukh Egg	SC	C	----	----	AN
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. D/3.					
Rumbling Crescendo	EN	R	---	---	UZ
During your upkeep, you may put a counter on Crescendo. Sacrifice: Destroy up to X target lands, where X is the number of counters.					
Sabertooth Tiger	SC	C	---	---	IA.5th.6th
First strike. 2/1.					
Saltbeath Wyvern	SC	U	---	---	EX
Flying. First strike. 3/2.					
Sandstone Warrior	SC	C	---	---	TM
First strike. Sandstone Warrior gains +1/+1 until end of turn. 1/3.					
Sawtooth Ogre	SC	C	---	---	WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.					
Scald	EN	U	---	---	UZ
Whenever a player taps an island for mana, Scald deals 1 damage to him.					
Scalding Salamander	SC	U	---	---	EX
Scalding Salamander deals 1 damage to each creature with out flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn. 2/1.					
Scant of Cinder	SOR	C	---	---	UD
Reveal any number of red cards in your hand. Scant deals X damage to target creature or player, where X is the number of cards revealed.					
Scorched Earth	SOR	R	---	---	TM
Choose and discard X land cards. Destroy X target lands.					
Scoria Wurm	SC	R	---	---	UZ
During your upkeep, flip a coin. If you lose, return Wurm to owner's hand. 1/1.					
Scrap	INS	C	---	---	UZ
Destroy target artifact. Cycling.					
Scrying Spear Asari	SC	C	---	---	MG
Flying. Cannot be blocked by only one creature this turn. 2/2.					
Scrying Touch	INS	U	---	---	TM
Buyback. Deals 1 damage to target creature or player.					
Sedge Troll	SC	R	---	---	LUR
Regenerates. Gains +1/+1 if you control any swamps. 2/2.					
Seething Anger	SOR	C	---	---	SH
Buyback. Target creature gains +3/+4 until end of turn.					
Selenic Assassin	NS	C	---	---	EX
Discard 1 land. Deal 2 damage to target creature or player.					
Selenic Mage	SC	R	----	----	MM
Discard 1 card. Destroy target land. 1/1.					
Shadowstorm	SOR	U	---	---	TM
Shadowstorm deals 2 damage to each creature with shadow.					
Shard Phoenix	SC	R	----	----	SH
Flying. Put Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during upkeep. Sacrifice Phoenix: Deal 2 damage to each creature without flying. 2/2.					
Shatter	INS	C	---	---	Basic.ATM
Destroy target artifact.					
Shattering Pulse	INS	C	---	---	EX
Buyback. Destroy target artifact.					
Shatterstorm	SOR	R	----	----	AUR.5th.6th
Buy all artifacts in play.					
Shiv's Embrace	EC	U	----	----	UZ
Enchanted creature gains +2/+2 and flying. +1/+4 until end of turn.					
Shivan Dragon	SC	R	----	----	LUR.4th.5th
Flying. +1/+4 until end of turn. 5/5.					
Shivan Hellkite	SC	R	----	----	UZ
Flying. Deals 1 damage to target creature or player. 5/5.					
Shivan Phoenix	SC	R	----	----	UZ
Flying. When Phoenix is put into a graveyard from play, return it to owner's hand. 3/4.					
Shivan Raptor	SC	U	---	---	UZ
First strike. Echo. Haste. 3/1.					
Shock	INS	C	---	---	SH.6th
Shock deals 2 damage to target creature or player.					
Shock Troops	SC	C	---	---	MM
Sacrifice. Deals 2 damage to target creature or player. 2/2.					
Shocker	SC	R	---	---	TM
If Shocker destroys any player, that player discards his hand then draws a new hand of as many cards as he had before. 1/1.					
Shower of Sparks	NS	C	---	---	UZ
Deals 1 damage to target creature and 1 damage to target player.					
Sirens	INS	U	---	---	MG
Target player reveals his hand to all players. For each blue interrupt card that player holds, he pays 4 into or discards that card.					
Sisters of the Flame	SC	C	---	---	DK.4th
Add to your mana pool. 2/2.					
Sizzle	SOR	C	---	---	MM
Deals 3 damage to each opponent.					
Sluggishness	EC	C	---	---	UZ
Creature cannot block. When Sluggishness is put into graveyard					

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from play, return Sluggishness to owner's hand.					
Smoke	EN	R	---	---	LUR.4th.5th
Each player may only untap one creature during untap step.					
Sneak Attack	EN	R	----	----	UZ
Choose a creature card from your hand and put it into play. The creature has haste. At the end of turn, sacrifice the creature.					
Soldier of Fortune	SC	U	---	---	AI
Target player shuffles his library. 1/1.					
Soliflora	INS	C	---	---	VS
Target player cannot play any land cards this turn. Centip.					
Song of Elend	SOR	C	---	---	VS.6th
Put two four cards from your library into graveyard. For each creature card revealed, all creatures that attack this turn get +1/+4 until end of turn.					
Sonic Burst	INS	C	---	---	EX
Discard a card at random. Deals 4 damage to any target.					
Sowing Salt	SOR	U	---	---	UD
Remove target nonbasic land from the game. Search its controller's graveyard, hand and library for all copies of that card and remove them from the game.					
Spellblock	EN	U	---	---	EX
When a player casts a spell, Spellblock deals 2 damage to him.					
Spit Venom	SC	R	---	---	LG
Destroy target basic creature. 1/2.					
Spitting Drake	SC	U	---	---	VS.6th
Flying. +1/+4 until end of turn. Use only once per turn. 2/2.					
Spitting Earth	SOR	C	---	---	MG.6th
Deals damage to target creature equal to number of mountains you control.					
Spitting Hydra	SC	R	---	---	SH
Hydra comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.					
Squire, Robin Mahab	SL	R	----	----	MM
At the beginning of your upkeep, if Squire is in your graveyard, you may return Squire to your hand. 1/1.					
Stalker of Rath	SL	R	---	---	TM
Destroy target artifact or creature. That permanent's controller gains control of Stalker of Rath permanently. 2/2.					
Steam Blast	SOR	U	---	---	UZ
Steam Blast deals 2 damage to each creature and player.					
Stone Giant	SC	U	---	---	LUR.4th.5th
Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is destroyed at end of turn. 3/4.					
Stone Rain	SOR	C	---	---	Basic
Destroy target land. "Also in I.A.M.G.T.M. and MM.					
Stone Spirit	SC	U	---	---	IA.5th
Stone Spirit cannot be blocked by flying creatures. 4/3.					
Stonehands	EC	C	---	---	IA
Enchanted creature gains +0/+2. +1/+4 until end of turn.					
Storm Shaman	SC	C	---	---	AI
+1/+4 until end of turn. D/4.					
Storm World	EW	R	---	---	LG
During each player's upkeep, Storm World deals 1 damage to that player for each card in hand below 4.					
Star	INS	C	---	---	TM
Target creature cannot block this turn. Draw a card.					
Starbane Spirit	SC	R	---	---	MG
Protection from red. Deal 1 damage to each non-flying creature. 3/3.					
Stardust Impact	INS	U	---	---	TM
Deals 1 damage to target player for each card in his hand.					
Sulfuric Vapors	EN	R	---	---	UZ
All red spells deal an additional point of damage.					
Swat Aa Lancer	SC	C	----	----	VS
Flying. Haste. 2/2.					
Swarm of Flies	EC	U	---	---	TM
If enchanted creature is attacking, it gains +3/+0. Otherwise, it gets -2/-1.					
Talrune Champion	SC	C	---	---	VS
First strike. Whenever Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.					
Talrune Minotaur	SC	C	---	---	MG.6th
Haste. 3/3.					
Talrune Piper	SC	U	---	---	VS
All creatures with flying that are able to block Piper do so. 3/3.					
Tectonic Break	SOR	R	---	---	MG
Each player sacrifices X lands.					
Teller Tor	SL	R	---	---	MG
Flying. If Teller Tor attacks, all attacking fliers get +1/+1. 2/2.					
Telluric's Edict	INS	R	---	---	MG
Remove from the game target permanent you own or control. 4/4.					
Tempest Eternel	SC	R	---	---	LG.4th
Sacrifice: Pick a card randomly from opponent's hand and place it in your hand, burying Eternel in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.					
Territorial Dispute	EN	R	----	----	MM
Players cast 1 land cards. At the beginning of your upkeep, sacrifice Dispute unless you sacrifice a land.					
Thieves' Auction	SOR	R	---	---	MM
Set aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his control. Repeat this process until all cards set aside this way have been chosen.					
Thunderbolt	INS	C	---	---	WL
Deal 3 damage to target player or 4 damage to target flying creature.					
Thunderclap	INS	C	---	---	MM
You may sacrifice a mountain instead of paying Thunderclap's mana cost. Thunderclap deals 3 damage to target creature.					
Thundering Giant	SC	U	---	---	WL
Haste. 4/5.					
Thundermare	SC	R	----	----	UZ
Haste. When Thundermare comes into play, tap all other creatures. 5/5.					
Youth and Claw	EN	R	---	---	TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Tor Giant	SC	C	---	---	IA
3/3.					
Torch Song	EN	U	---	---	UZ
During your upkeep, you may put a counter on Song. Sacrifice: Song deals X damage to target creature or player, where X is the number of counters on Song.					
Torment of Lava	SOR	R	---	---	MG

NAME	KIND	CR	PR	COST	SETS
Deals X damage to each creature without flying. Each creature gains +1/+1 until end of turn. 1/3.					
Total War	EN	R	---	---	IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that came into play this turn.					
Tremor	SOR	C	---	---	VS.6th
Tremor deals 1 damage to each creature without flying.					
Trumpet Blast	INS	C	---	---	UD
Attacking creatures gain +2/+0 until end of turn.					
Tunnel	SOR	U	---	---	LUR.4th
Bury target wall.					
Two-headed Dragon	SC	R	----	----	MM
Flying. Deals X damage to each creature at end of turn. Dragon can't be blocked except by two or more creatures. It may block one additional creature.					
Two-headed Giant of Foyle	SC	R	---	---	LJ
Trample. May block two creatures in combat. 4/4.					
Uplift Battle	EN	U	---	---	MM
Attacking creatures gain +2/+0 until end of turn.					
Uttered Truth	SC	U	---	---	LUR.4th
Regenerates. 2/2.					
Varchild's Crusader	SC	C	---	---	AI
Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.					
Varchild's War-Pilfers	SC	R	---	---	AI
Trample, rampage. 1. C.U. Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.					
Verdigo	INS	U	---	---	IA.6th
Deals 2 damage to target flying creature, which loses flying this turn.					
Veternan's Voice	EC	C	---	---	AI
Play on a creature you control. Tap enchanted creature: Target					

NAME	KIND	CR	PR	COST	SETS
Wall of Lava	SC	U	---	---	IA
Gains +1/+1 until end of turn. 1/3.					
Wall of Opposition	SC	U	---	---	LG
Gains +1/+0 until end of turn. D/6.					
Wall of Razors	SC	U	---	---	SH
First strike. 4/1.					
Wall of Stone	SC	U	---	---	LUR.4th.5th
D/8.					
War Cadences	EN	U	---	---	MM
Creatures can't block this turn unless their controller pays X for each blocking creature.					
Warhammer	SC	U	---	---	MM
Deals 1 damage to each creature without flying and each player. Any player may play this ability. 3/3.					
Warpath	INS	U	---	---	MM
Warpath deals 3 damage to each blocking creature and each blocked creature.					
Wheel of Fortune	SOR	R	----	----	LUR
All players must discard their hands and draw seven new cards.					
Wild Cakes	SC	C	---	---	UD
Haste. 2/2.					
Wild Javelin	SC	C	---	---	MM
3/3.					
Wild Wurm	SC	U	---	---	TM
When W.U.M. comes into play, flip a coin. If you lose, return Wurm to your hand. 5/4.					
Wildfire	SOR	R	----	----	UZ
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.					
Wildfire Emissary	SC	U	----	----	MG
Protection from white. +1/+0 until end of turn. 2/4.					
Winds of Change	SOR	R	---	---	LG.4th.5th

KILLER COMBOS



Link up with Thrashing Wumpus and activate it twice each turn. The more creatures in play, the better. As damage spreads evenly around the board, your life total will skyrocket.

creature gains +2/+1 until end of turn.					
Vinehine Bay	SC	C	---	---	UZ
When Bay attacks, all creatures you control attack if able. 4/3.					
Vinehine Cathartus	SC	U	---	---	VS
Haste. At end of any turn, return Cathartus to owner's hand. 5/5.					
Vinehine Harbrie	SC	U	---	---	UZ
Destroy target artifact. Harbrie deals 1 damage to that artifact's controller damage equal to the artifact's total casting cost. 1/3.					
Vinehine Outrider	SC	C	---	---	UZ
Echo. 4/3.					
Vinehine Renner	SC	C	---	---	UZ
Renner cannot be blocked by only one creature. 3/2.					
Vinehine Sandscout	SC	U	---	---	VS
Haste. At end of any turn, return Sandscout to owner's hand. 2/1.					
Vinehine Sandstalker	SC	U	---	---	VS
Haste. At the end of any turn, return Sandstalker to owner's hand. 4/2.					
Vinehine Sandswimmer	SC	R	---	---	UZ
Flip a coin. If you win the flip, return Sandswimmer to owner's hand. Otherwise, sacrifice Sandswimmer. 3/2.					
Vinehine Warrior	SC	C	---	---	MG.6th
4/2.					
Vinehine Weaponsmith	SC	C	---	---	UZ
Whenever a creature blocks it, Weaponsmith gains +2/+2 until end of turn. 2/2.					
Volcanic Dragon	SC	R	----	----	MG.6th
Flying. Haste. 4/4.					
Volcanic Egoist	INS	U	---	---	MG.6th
Volcanic Egoist deals X damage to target creature or player.					
Volcanic Wind	SOR	U	---	---	MM

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NAME	KIND	CR	PR	COST	SETS
Femeref Scouts	SC	C	**	**	MG
1/4					
Fend Off	INS	C	**	**	UD
Cycling					
Festival	INS	C	**	**	OK
Opponent may not declare an attack this turn. Play during opponent's upkeep.					
Field of Souls	EN	R	***	***	TM
Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.					
Field Surgeon	SC	C	**	**	UD
Tap an untapped creature you control. Prevent the next 1 damage to target creature this turn. 1/1					
Fire and Brimstone	INS	U	**	**	DK
Deals 4 damage to target player and deals 4 damage to you. May only be cast if that opponent has declared an attack this turn.					
Flicker	SOR	R	**	**	UD
Remove target nontoken permanent, from game, then return it to play under owner's control.					
Flickering Ward	EC	U	**	**	TM
When you play Ward, choose a color. Enchanted creature gains protection from the chosen color. Return Ward to owner's hand.					
Fortyfour Brigade	SC	U	**	**	WL
May block up to two creatures each combat. 2/4					
Formation	INS	R	**	**	IA
Give target creature banding until end of turn. Cantrip.					
Fortified Area	EN	C	**	**	LG, 4th
All your walls gain +1/+0 and banding.					
Fountain Watch	SC	R	***	***	MM
Artifacts and enchantments you control can't be the target of spells or effects. 2/4					
Freewind Falcon	SC	C	**	**	VS
Flying protection from red. 1/1.					
Fresh Volunteers	SC	C	**	**	MM
2/2					
Fyrlife	EC	C	***	***	IA
Put four counters on Fyrlife. Remove a counter: Prevent 1 damage to enchanted creature. Put a counter on Fyrlife.					
Gallantry	INS	U	**	**	TM
Target blocker gains +4/+4 until end of turn. Draw a card.					
General Jarkeld	SL	R	**	**	IA
Exchange two blockers without creating an illegal block. 1/2					
Gerrard's Battle Cry	EN	R	**	**	TM
All creature you control gain +1/+1 until end of turn.					
Gerrard's Wisdom	SOR	U	***	***	WL
For each card in your hand, gain 2 life.					
Glorious Anthem	EN	U	**	**	UZ
All creatures you control gain +1/+1.					
Glyph of Life	INS	C	*	*	LG
Gain life equal to the damage dealt to target wall by an attacker.					
Gossamer Chains	EN	C	**	**	VS
Return to owner's hand. Target unblocked creature deals no combat damage this turn.					
Great Defender	INS	U	**	**	LG
Target creature gains +0/+4 until end of turn, where X is the creature's cost.					
Great Wall	EN	U	*	*	LG
Creatures with plainswalk may be blocked.					
Greater Realm of Preservation	EN	U	**	**	LG, 5th
Prevent all damage to you from a red or black source.					
Green Scarab	EN	U	**	**	IA
Target creature gains +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.					
Green Ward	EC	U	**	**	LUR, 4th
Target creature gains protection from green.					
Guardian Angel	INS	C	**	**	LUR
Prevent X damage dealt to a target.					
Gulbed Strike	INS	C	**	**	WL
Target creature gains +1/+0 and first strike until end of turn. Draw a card.					
Hallowed Ground	EN	U	**	**	IA
Return a non-snow-covered land you control to its owner's hand.					
Hand of Justice	SC	R	***	***	FE
Tap three white creatures you control. Destroy target creature. 2/6					
Hanne's Custody	EN	R	**	**	TM
Artifacts cannot be the target of spells or abilities.					
Hardy the Abbot	SC	R	**	**	HL
Redirect to Hardy's X damage dealt to a white creature you control. 2/5					
Heal	INS	C	*	*	IA, 5th
Prevent 1 damage to any target. Cantrip.					
Healing Salve	INS	C	**	**	Base, MJ, UZ
Choose one—Target player gains 3 life, or prevent up to 3 damage to a target.					
Heaven's Gate	INS	U	*	*	LG
Change the color of one or more creatures to white until end of turn.					
Heavy Ballista	SC	U	**	**	WL, 5th
Deals 2 damage to target attacking or blocking creature. 2/3					
Herald of Serra	SC	R	***	***	UZ
Flying echo. Attacking does not cause Herald of Serra to tap. 3/4					
Hera's Resolve	EC	C	**	**	TM, 5th
Enchanted creature gets +1/+5					
Heroin	EN	U	*	*	FE
Sacrifice a white creature. Prevent red attackers from dealing damage in combat this turn. Attacker may pay 3 so an attacker may deal damage normally.					
Hidden Retreat	EN	R	***	***	SH
Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.					
High Ground	EN	U	*	*	EX

NAME	KIND	CR	PR	COST	SETS
Hipporion	SC	U	**	**	IA, 5th
Cannot block creatures with power 3 or greater unless you pay 1/3					
Holy Armor	EC	C	**	**	LUR, 4th
Target creature gains +0/+2. +0/+1.					
Holy Day	INS	C	**	**	LG
Creatures deal no combat damage this turn.					
Holy Light	INS	C	**	**	DK
Give all non-white creatures +1/-1 until end of turn.					
Holy Strength	EC	C	**	**	LUR, 4th, 5th
Target creature gains +1/+2					
Honor Guard	SC	C	**	**	SH
Honor Guard gains +0/+1 until end of turn. 1/1					
Honor the Fallen	INS	R	**	**	MM
Remove all creatures in all graveyards from the game. You gain 1 life for each card removed.					
Honorable Passage	INS	U	***	***	VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source a creature an amount of damage equal to the amount of damage prevented.					
Hope and Glory	INS	U	***	***	UL
Untap two target creatures. Each gains +1/+1 until end of turn.					
Hope Charm	INS	C	**	**	VS
Choose one—Target creature gains first strike until end of turn, or target player gains 2 life, or destroy target spell/enchantment.					

NAME	KIND	CR	PR	COST	SETS
Iron Tusk Elephant	SC	U	**	**	MG
Trample. 3/3.					
Iron Will	INS	C	**	**	UL
Target creature gains +0/+4 until end of turn. Cycling.					
Island Sanctuary	EN	R	***	***	LUR, 4th, 5th
If you decline one card during your draw phase, only flying or slantwalking creatures may attack you until your next turn.					
Ivory Charm	INS	C	**	**	MG
Choose one—all creature gain -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.					
Ivory Gargoyle	SC	C	***	***	AI
Flying. If Gargoyle is put into the graveyard from play put it into play under owner's control at end of turn and skip your next draw step. Remove Gargoyle from the game. 2/2.					
Ivory Guardians	SC	U	**	**	LG, CH, 5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.					
Ivory Mask	EN	R	***	***	MM
You can't be the target of spells or abilities.					
Jabari's Influence	INS	R	***	***	MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.					
Jamaran Lion	SC	C	**	**	VS
Target creature cannot block this turn. 3/1.					
Jasmine Seal	SC	U	**	**	VS
Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way. 1/1					

NAME	KIND	CR	PR	COST	SETS
Kjeldoran Pride	EC	C	**	**	AI
Enchanted creature gains +1/+2. Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal.					
Kjeldoran Royal Guard	SC	R	***	***	IA, 5th, 6th
Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.					
Kjeldoran Skycaptain	SC	U	**	**	IA, 5th
Flying, banding, first strike. 2/2					
Kjeldoran Skyknight	SC	U	**	**	IA
Flying, banding, first strike. 1/1.					
Kjeldoran Warrior	SC	C	**	**	IA
Banding. 1/1					
Knigh of Dows	SC	U	***	***	TM
First strike. Knight gains protection from a color of your choice until end of turn. 2/2.					
Knigh of Valor	SC	C	***	***	VS
Flanking. Each creature without flanking blocking Knigh of Valor gets -1/-1 until end of turn. Use the ability only once each turn. 2/2					
Knighthood	EN	U	**	**	UL
All creatures you control gain first strike.					
Knights of Thron	SC	***	***	***	DK
Protection from red, banding. 2/2.					
Kor Chant	SC	U	**	**	EX
Redirect to target creature all damage dealt to any one creature you control from any one source.					
Lance	EC	U	**	**	LUR
Enchanted creature gains first strike.					
Lancers on-Kor	SC	U	***	***	SH
Trample. Redirect 1 damage from Lancers to a creature you control. 3/3.					
Land Tax	EN	R	***	***	LG, 4th
If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.					
Last Breath	INS	U	**	**	MM
Remove target creature with power 2 or less from the game. Its controller gains 4 life.					
Leeches	SOR	R	***	***	HL
Target player loses all poison counters and takes 1 damage per counter.					
Lifeblood	EN	R	***	***	LG
Gain 1 life whenever target opponent taps a mountain.					
Light of Day	EN	U	***	***	TM, 5th
Block creatures cannot attack or block.					
Lightning Blow	INS	R	**	**	IA
Target creature gains first strike until end of turn. Cantrip.					
Limited Resources	EN	R	***	***	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play players cannot play lands.					
Longbow Archer	SC	U	***	***	VS, 5th
First strike. Longbow Archer can block creatures with flying. 2/2.					
Last Order of Jarkeld	SC	R	***	***	IA
Expects the number of creatures controlled by target opponent. 1-1/4					
Mangara's Blessing	INS	U	**	**	MG
Gain 5 life. If a spell or effect by opponent causes you to discard Bessing, gain 2 life and return Bessing to your hand at end of turn.					
Mangara's Equity	EN	U	**	**	MG
Choose black or red. During your upkeep you must pay. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.					
Marble	SC	R	*	*	TM
Creatures with power 3 or greater do not untap as normal. 3/3.					
Martyr's Dawn	EN	U	**	**	UL
Sacrifice a creature. Prevent all damage to a creature or player from one source.					
Martyr's Cry	SOR	R	**	**	DK
Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.					
Martyrdom	INS	C	***	***	AI
Redirect to target creature you control any amount of damage until end of turn.					
Martyrs of Karlis	SC	U	***	***	AQ
Damage done to you by artifacts is instead done to Martyrs of Karlis unless Martyrs of Karlis is tapped. 1/6.					
Mask of Law and Grace	EC	C	**	**	JD
Enchanted creature gains protection from black and protection from red.					
Master Decoy	SC	C	**	**	TM
Tap target creature. 1/2.					
Master Healer	SC	R	***	***	UD
Prevent the next 4 damage to target creature or player this turn. 1/4.					
Master of Arms	SC	U	**	**	WL
First strike. Tap target creature blocking Master. 2/2.					
Melessa Spirit	SC	U	***	***	MG
Flying. Protection from black. 3/3.					
Mercenaries	SC	R	*	*	IA
A player may pay to prevent Mercenaries from dealing damage. 3/3.					
Mesa Falcon	SC	C	**	**	HL, 5th, 6th
Flying. Gains +0/+1 until end of turn. 1/1.					
Mesa Pegasus	SC	C	***	***	LUR, 4th, 5th
Flying, banding. 1/1.					
Miracle Worker	SC	C	*	*	DK
Destroy target enchantment on one of your creatures. 1/1.					
Miraculous Recovery	INS	U	**	**	VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.					
Mistmoon Griffin	SC	U	**	**	WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game. Then put the top creature card from your graveyard into play. 2/2.					
Moat	EN	R	***	***	LG
Non-flying creatures cannot attack.					
Moment of Silence	INS	C	**	**	MM
Target player skips his combat phase this turn.					
Monk Idealist	SC	U	**	**	UZ
When Idealist comes into play, return target enchantment card from your graveyard to your hand. 2/2.					
Monk Realist	SC	C	***	***	UZ

KILLER COMBOS

Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 1 damage to that player for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

Return all lands to owners' hands. The flow of time was disrupted; like a flooding river it rose from its banks. Talaria was drowned in an instant that stretched toward infinity.

Cast Blood Oath; respond with Sunder. Name "land," and your opponent will win. Then again, if you've got enough mana to pull this off, you might as well just cast two Bloods. Hm...

Humble	INS	U	***	***	UZ
Target creature loses all abilities and is 0/1 until end of turn.					
Humility	EN	R	***	***	TM
Each creature loses all abilities and is a 1/1 creature.					
Icathia Infantry	SC	C	**	**	FE
Banding. First strike. 1/1					
Icathia Javeliners	SC	C	**	**	FE
Put a counter on Javeliners when cast. Remove the counter to deal 1 damage to any target. 1/1					
Icathia Lieutenant	SC	R	**	**	FE
Give target Soldier +1/+0 until end of turn. 1/2					
Moneychanger	SC	C	**	**	FE
Loss 3 life when casting and put three counters on Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice: Gain 1 life for each counter on it. Use only during upkeep. 0/2.					
Icathia Phoenix	SC	U	**	**	FE, 5th
Bands. 2/4					
Icathia Priest	SC	U	**	**	FE
Target creature gains +1/+1 until end of turn. 1/1.					
Icathia Scout	SC	C	**	**	FE, 5th
Target creature gains first strike. 1/1.					
Icathia Skirmishers	SC	R	**	**	FE
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.					
Icathia Town	SOR	R	**	**	FE, 5th, 6th
Put four Citizen tokens which are 1/1 white creatures into play.					
Ignoble Soldier	SC	U	**	**	MM
Whenever Soldier becomes blocked, prevent all combat damage that would be dealt by this turn. 3/1.					
Humintz	INS	U	**	**	MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.					
Indestructible Aura	INS	C	*	*	LG
Prevent all damage dealt to target creature until end of turn.					
Infantry Veteran	SC	C	**	**	VS, 6th
Target attacking creature gains +1/+1 until end of turn. 1/1.					
Infinite Authority	ED	R	***	***	LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on enchanted creature for each creature destroyed.					
Inheritance	EN	U	**	**	UL
Draw a card. Use only when a creature is put into graveyard from play and only once for each creature put into graveyard.					
Inner Sanctum	EN	R	***	***	WL
CU. 2 life. All damage dealt to creatures you control is reduced to 0.					
Intrapid Hero	SC	R	***	***	UZ
Destroy target creature with power 4 or greater. 1/1.					</

NAME	KIND	CR	PR	COST	SETS
When Realm comes into play destroy target enchantment. 1/1					
Moore's Wake	EN	R	***	MM	
Whenever a creature is put into a graveyard from play, gain 1 life.					
Moerish Cavalry	SC	C	**	MM	AI
Tamper, 3/3.					
Morale	INS	C	**	MM	DK, 4th
GA attacking creatures gains +1/+1 until end of turn.					
Mother of Ruins	SC	U	***	MM	UL
Target creature you control gains protection from a color of your choice until end of turn 1/1.					
Mounted Archers	SC	C	***	MM	TM
Can block creatures with flying. Can block an additional creature this turn. 2/2.					
Miles Griffin	EN	U	***	MM	MG
Flying. Return Griffin to owner's hand and return target to Griffin's graveyard to your hand. Use only during your upkeep. 2/2.					
Minde Herder	SC	C	**	MM	MG
Flanking 1/1.					
Muzzle	EC	C	**	MM	MM
Prevent all damage that would be dealt by enchanted creature.					
Nightwind Gilder	SC	C	***	MM	MM
Flying. Protection from black. 2/1.					
Noble Elephant	SC	C	***	MM	MG
Barding ramp, 2/2.					
Noble Purpose	EN	U	***	MM	MG
Whenever a creature you control deals combat damage, you gain that much life.					
Noble Steeds	EN	C	**	MM	AI
Target creature gains first strike until end of turn.					
Nomads en-Kor	SC	C	**	MM	SH
Redirect 1 damage from Nomads en-Kor to a creature you control. 1/1.					
Northern Paladin	SC	R	***	MM	LUR, 4th
Destroy target black permanent. 3/3.					
Null Hammer	EN	R	***	MM	MG
You and target opponent each name any card except basic land. Those cards cannot be played.					
Oath of Ligeia	EN	R	***	MM	EX
During each player's upkeep if he controls fewer lands than target opponent, he may search his library for a basic land card and put that land into play.					
Opal Arcolith	EN	U	***	MM	AI
Whenever an opponent successfully casts a creature spell, if Arcolith is an enchantment, it becomes a 2/4 Guardian creature. 4th: Arcolith becomes an enchantment.					
Opal Archangel	EN	C	***	MM	AI
Whenever one of your opponents casts a creature, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.					
Opal Avenger	EN	R	***	MM	AI
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
Opal Caryatid	EN	C	**	MM	UJ
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.					
Opal Champion	EN	C	**	MM	UJ
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
Opal Gargyle	EN	C	**	MM	UJ
When one of your opponents successfully casts a creature spell, Gargyle becomes a 2/2 flying Gargyle.					
Opal Titan	EN	R	***	MM	UJ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
Opalescence	EN	R	***	MM	UD
Each other global enchantment is also a creature with power and toughness equal to its converted mana cost.					
Oracle en-Vee	SC	C	***	MM	TM
Opponent chooses some creature he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
Order of Leitbur	SC	C	***	MM	FE
Protection from black. 2nd: +1/+0. First strike. 2/1.					
Order of the Sacred Torch	SC	R	***	MM	AI, 5th 6th
Pay 1 life to counter a black spell. 2/2.					
Order of the White Shield	SC	U	***	MM	AI, 5th
Protection from black. 2nd: +1/+0. First strike. 2/1.					
Orim, Samite Healer	SL	R	***	MM	TM
Counts as a cleric. Prevent 1 to 3 damage to any creature or player. 1/3.					
Orim's Cure	INS	U	***	MM	MM
If you control a plains, you may tap an untapped creature you control instead of paying the cost of Orim's Cure. Prevent the next 4 damage that would deal to target creature or player this turn.					
Orim's Prayer	EN	U	**	MM	TM
If any creature attacks you, gain 1 life for each attacking creature.					
Osai Vultures	SC	U	***	MM	LG, 4th
Flying. After a turn in which a creature died and a creature to Vultures, remove two counters. Vultures gain +1/+1 until end of turn 1/1.					
Paladin	EC	C	***	MM	MG, TM, UJ, 6th
Enchanted creature cannot attack or block.					
Paladin en-Vee	SC	R	***	MM	EX
First strike. Protection from black. Prevent 2 damage. 2/2.					
Parapet	EN	C	**	MM	VS
You may choose to play Parapet as an instant. If you do, bury it at end of turn. All creatures you control get +0/+1.					
Pariah	EC	R	**	MM	UJ
Redirect to enchanted creature all damage dealt to you.					
Path of Peace	SOR	C	**	MM	UJ
Destroy target creature that creature's owner gains 4 life.					
Peace and Quiet	INS	C	**	MM	UJ
Destroy two target enchantments.					
Peace of Mind	EN	U	***	MM	EX
Choose and discard a card. Gain 3 life.					
Peace Talks	SOR	U	**	MM	VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
Peacekeeper	SC	R	***	MM	UJ
During upkeep, pay 1 life or bury Keeper. Creatures cannot attack 1/1.					
Pearl Dragon	SC	R	***	MM	MG, 6th
Flying. -0/-1 4/4.					
Pearled Unicorn	SC	C	**	MM	LUR, 4th 5th
2/2.					
Pegasus Charger	SC	C	**	MM	UJ
Flying. First strike. 2/1.					

NAME	KIND	CR	PR	COST	SETS
Pegasus Refuge	EN	R	***	MM	TM
Choose and discard a card. Put a Pegasus token into play. Treat as a 1/1 white creature with flying. Should be named Pegasus Refuge.					
Pegasus Stampede	SOR	U	***	MM	EX
Buyback. Sacrifice a land. Put a 1/1 white flying Pegasus token into play.					
Penance	EN	U	***	MM	EX
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.					
Personal Alchemist	SC	R	***	MM	LUR, 4th
Owner may redirect any amount of damage dealt to himself instead. If incarnation dies, owner loses half his life (round up). 6/6.					
Petra Sphinx	SC	R	***	MM	LG, 4th
Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.					
Piety	INS	C	**	MM	AN, 4th
+0/+3 to all defending creatures until end of turn.					
Pikemen	SC	C	**	MM	DK, 4th 5th
Banding, first strike. 1/1.					
Pious Warrior	SC	C	**	MM	MM
Whenever Warrior is dealt combat damage, you gain that much life. 2/3.					
Planar Birth	SC	R	***	MM	UJ
Put all basic lands from all graveyards into play under their owner's control tapped.					
Planar Collapse	EN	R	***	MM	UJ
During your upkeep, if there are four or more creatures in play, sacrifice Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.					
Preacher	SC	R	***	MM	DK
Gain control of an opponent's creature of his choice. If Preacher attacks or leaves play, you lose control of the creature. 1/1.					
Presence of the Master	EN	U	***	MM	LG, 4th
Whenever a player plays an enchantment spell, counter it.					
Prismatic Circle	EN	C	**	MM	MG
Choose a color. Prevent a damage to you from a source of that color.					
Prismatic Ward	EC	C	**	MM	AI, 5th
Choose a color when Prismatic Ward comes into play. All damage dealt to enchanted creature by sources of that color is reduced to 0.					
Prophecy	SOR	C	**	MM	HL
Reveal the top card of opponent's library to all players. If it is a card, gain 1 life. That opponent then shuffles his library. Card is discarded.					
Purloine	INS	R	***	MM	LUR, 4th
Change the color of one card being played or in play to white.					
Purity	SOR	R	***	MM	UJ
Destroy all artifacts and enchantments.					
Pursuit of Knowledge	EN	R	***	MM	SH
Skip drawing a card. Put a counter on Pursuit. Remove three counters from Pursuit. Sacrifice. Draw seven cards.					

STUMPEPERS

Tap an untapped creature you control. Tap target artifact, creature, or land.

"Dra say he's dead. Perhaps, but measure of sanity among planeswalkers is hard to come by." —Barrin

My opponent has an Opposition in play and is using it to lock down my lands during my upkeep. Can I tap the lands for mana in response and use the mana to play an instant during my draw step?

Yes. The upkeep and draw steps are both part of the beginning phase, so your mana pool won't clear between upkeep and draw.

Reprisal	INS	U	***	MM	AI, 6th
Bury target creature with power 4 or greater.					
Resistance Fighter	SC	C	**	MM	VS, 6th
Sacrifice. Target creature deals no combat damage this turn. 1/1.					
Resurrection	SOR	U	***	MM	LUR
Return a creature from your graveyard to play.					
Rebirth of the Meek	SOR	R	***	MM	VS
Put all creatures with power 4 or greater.					
Revered Elder	SC	C	**	MM	MM
Prevent the next 1 damage that would be dealt to Elder this turn. 1/2.					
Revered Unicorn	SC	U	***	MM	WL
Reveal Unicorn's last paid cumulative upkeep. 2/3.					
Reverent Mantra	INS	R	***	MM	MM
You may remove a white card in your hand from the game instead of paying Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.					
Reverse Damage	INS	R	***	MM	Back
Prevent all damage from one source and gain an equal amount of life.					
Reverse Polarity	INS	C	**	MM	AQ, R
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.					
Righteous Aura	EN	C	**	MM	VS, MM
Pay 2 life. Prevent all damage to you from any one source.					
Righteous Avengers	SC	U	**	MM	LG
Planeswalk. 3/1.					
Righteous Indignation	EN	U	**	MM	MM
Whenever a creature blocks a black or red creature, the blocking creature gains +1/+1 until end of turn.					
Righteousness	INS	R	***	MM	LUR, 4th 5th
Target defending creature gains +7/+7 until end of turn.					
Ritual of Steel	EC	C	**	MM	MG
Enchanted creature gains +0/+2. Centip.					

NAME	KIND	CR	PR	COST	SETS
defense is chosen.					
Rapelling Scouts	SC	R	***	MM	MM
Flying. Scouts gain protection from the color of your choice until end of turn. 1/4.					
Reshade Scalebane	SL	R	**	MM	MG
Bury target attacking or blocking Dragon. Gain life equal to its power. 3/4.					
Rashka the Slayer	SL	U	**	MM	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until end of turn. 3/3.					
Reaping the Rewards	INS	C	**	MM	EX
Buyback. Sacrifice a land. Gain 2 life.					
Reconnaissance	EN	U	***	MM	EX
Remove target attacking creature you control from combat and untap it.					
Red Scarab	EC	U	**	MM	IA
Target creature gains +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.					
Red Ward	EC	U	**	MM	LUR, 4th
Target creature gains protection from red.					
Redeem	INS	U	***	MM	UJ
Prevent all damage to one of two creatures.					
Regal Unicorn	SC	C	**	MM	5th, 6th
2/3.					
Reinforcements	INS	C	**	MM	AI
Put up to 3 creature cards from your graveyard on top of your library in any order.					
Relic Ward	EA	U	***	MM	VS
You may choose to play Relic Ward as an instant. If you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.					
Reliquary Monk	SC	C	**	MM	UD
When Reliquary Monk is put into a graveyard from play, destroy artifact or enchantment. 2/2.					
Remedy	INS	C	**	MM	VS, 6th
Prevent up to 5 damage to any number of creatures and/or players.					
Remembrance	EN	R	***	MM	UJ
Whenever a creature creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
Remove Enchantments	INS	C	**	MM	LG
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.					
Resource	INS	U	***	MM	MM
Sacrifice any number of permanents. You gain 2 life for each one sacrificed.					
Repentance	SOR	U	***	MM	TM
Target creature deals to itself damage equal to its power.					
Repentant Blacksmith	SC	C	**	MM	AN, 4th 5th
Protection from red. 1/2.					
Replenish	SOR	R	***	MM	UD
Return all enchantment cards from your graveyard to play.					

NAME	KIND	CR	PR	COST	SETS
Rolling Stones	EN	R	***	MM	SH
Walls can attack as though they were not Walls.					
Royal Decree	EN	R	***	MM	AI
CU: Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Decree deals 1 damage to its controller.					
Royal Herbalist	SC	C	**	MM	AI
Remove the top card of your library from the game. Gain 1 life. 1/1.					
Rof: Artifacts	EN	U	***	MM	UJ
Prevent all damage to you from an artifact source. Cycling.					
Rof: Black	EN	C	**	MM	UJ
Prevent all damage to you from a black source. Cycling.					
Rof: Blue	EN	C	**	MM	UJ
Prevent all damage to you from a blue source. Cycling.					
Rof: Green	EN	C	**	MM	UJ
Prevent all damage to you from a green source. Cycling.					
Rof: Lands	EN	R	**	MM	UJ
Prevent all damage to you from a land source. Cycling.					
Rof: Red	EN	C	**	MM	UJ
Prevent all damage to you from a red source. Cycling.					
Rof: White	EN	C	**	MM	UJ
Prevent all damage to you from a white source. Cycling.					
Sacred Boon	INS	U	***	MM	IA, 5th
Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.					
Sacred Ground	EN	R	***	MM	SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Sacred Guide	SC	R	***	MM	TM
Sacrifice Guide. Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
Sacred Mesa	EN	R	***	MM	MG
During your upkeep sacrifice a Pegasus or bury Sacred Mesa. Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.					
Safeguard	EN	R	***	MM	TM
Target creature deals no combat damage this turn.					
Samite Alchemist	SC	C	**	MM	HL
Prevent 4 damage to a creature you control. Tap the creature. It does not untap during your next upkeep step. 2/2.					
Samite Blessing	EC	C	**	MM	SH
Creature gains. Prevent all damage to any creature from any one source.					
Samite Healer	SC	C	**	MM	Basio
Prevent 1 damage to any target. 1/1.					
Sancimony	EN	U	***	MM	UD
Whenever one of your opponents taps a mountain for mana, you may gain 1 life.					
Sanctum Custodian	SC	C	**	MM	UJ
Prevent up to 2 damage to a creature or player. 1/2.					
Sanctum Guardian	SC	U	***	MM	UJ
Sacrifice. Prevent all damage to a creature or player from one source. 1/4.					
Savannah Lions	SC	R	***	MM	LUR, 4th
2/1					
Scapegoat	INS	U	***	MM	SH
Sacrifice a creature. Return any number of target creatures you control to owner's hand.					
Scars of the Veteran	INS	U	***	MM	AI
You may remove a white card in hand from game instead of paying casting cost. Prevent up to seven damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.					
Scent of Jasmine	INS	C	**	MM	UD
Reveal any number of white cards in your hand. Gain 2 life for each card revealed.					
Sealcoat	INS	U	**	MM	UD
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his library.					
Seasoned Marshal	SC	U	***	MM	UJ
Whenever Marshal attacks, you may tap target creature. 2/2.					
Seasoned Tactical	SC	U	***	MM	AI
Remove the top four cards of your library from the game. Prevent all damage to you from one source. 1/3.					
Security Detail	EN	R	**	MM	MM
P.t. a 1/1 white Soldier token into play. Play this ability only if you control no creatures and only once each turn.					
Seeker	EC	C	**	MM	LG, 4th
Target creature may only be blocked by white or artifact creatures.					
Seraph	SC	U	***	MM	IA, 5th
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Buy it if Seraph leaves play, or put it into play, 4/4.					
Serene Offering	INS	U	**	MM	TM
Destroy target enchantment. Gain life equal to its total casting cost.					
Serenity	EN	R	***	MM	WL, 6th
During your upkeep, bury all artifacts and enchantments.					
Serra Advocate	SC	U	***	MM	UD
Flying. Target attacking or blocking creature gains +2/+2 until end of turn. 2/2.					
Serra Angel	SC	U	****	MM	LUR, 4th
Flying. Does not tap to attack. 4/4.					
Serra Avatar	EN	R	***	MM	UJ
Power and toughness are equal to your life total. When Avatar is put into a graveyard, Serra Avatar into owner's library. 7".					
Serra Aviator	EW	R	**	MM	HL
All creatures with flying gain +1/+1.					
Serra Bestiary	EC	C	**	MM	HL, 5th
Pay MM during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have MM in its activation cost.					
Serra Inquisitors	SC	U	**	MM	HL
If blocked or blocked by black creatures, Inquisitors gain +2/+2. 3/3.					
Serra Paladin	SC	C	**	MM	HL, 5th
Prevent 1 damage to any creature or player.					
Serra Zealot	SC	C	**	MM	UJ
First strike. 1/1.					
Serra's Blessing	EN	U	***	MM	WL, 6th
Attacking does not cause creatures you control to tap.					
Serra's Embrace	EC	U	***	MM	UJ
Enchanted creature gains +2/+2 and flying. Attacking does not cause enchanted creature to tap.					
Serra's Hymn	EN	U	***	MM	UJ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to K damage total to any number of creatures and/or players, where K is the number of counters.					
Serra's Liturgy	EN	R	**	MM	UJ

MAGIC

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Players Guide

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During your upkeep, you may put a counter on Library. * Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.

Shackles EC C *** EX
Enchanted creature does not untap. * Return Shackles to owner's hand.

Shadowbane INS U *** MG
Prevent all damage to you or a creature you control from any one source if source is black, gain 1 life for each 1 damage prevented.

Shahrazad SOR R *** AN
Players must suspend game in progress and play a sub game with their current libraries. Lose 1/2 of his life points (round up loss). Cards used in the subgame are shuffled back into your library for the main game.

Shaman en-Kor SC R *** SH
* Redact 1 damage from Shaman to a creature you control.
* Redact to Shaman en-Kor all damage dealt to any one creature from any one source, 1/2.

Shield Bearer SC C *** IA,6th
Banding 0/3.

Shield Mate SC C *** EX
Sacrifice: Target creature gains +0/+4 until end of turn, 1/1.

Shield Wall INS U *** LG,4th,5th
All your creatures gain +0/+2 until end of turn.

Shimmering Barrier SC U *** UZ
First strike. Cycling 1/3.

Sidar Jabari SL R *** MG
Flanking: If Sidar attacks, tap a creature defending player controls 2/2.

Silent Attendant SC C *** UZ
* Gain 1 life, 0/2.

Skyshroud Falcon SC C *** SH
Flying. Attacking does not cause Skyshroud Falcon to tap, 1/1.

Smile INS C *** UZ
Destroy target blocked creature.

Snow Hound SC U *** IA
* Return Hound and target blue or green creature you control to owner's hand, 1/1.

Solidarity INS C *** UZ
Creatures you control gain +0/+5 until end of turn.

Soltari Champion SC R *** SH
Shadow: If Soltari attacks, all your other creatures gain +1/+1 until end of turn, 2/2.

Soltari Crusader SC U *** TM
Shadow: * Crusader gains +1/+4 until end of turn, 2/1.

Soltari Emmissary SC R *** TM
* Soltari Emmissary gains shadow until end of turn, 2/1.

Soltari Foot Soldier SC C *** TM
Shadow 1/1.

Soltari Lancer SC C *** TM
Shadow: First strike when attacking 2/2.

Soltari Monk SC U *** TM
Protection from black; shadow, 2/1.

Soltari Priest SC U *** TM
Protection from red; shadow, 2/1.

Soltari Trooper SC C *** TM
Shadow: If Trooper attacks, it gains +1/+1 until end of turn, 1/1.

Soltari Visionary SC C *** EX
Shadow: If Visionary damages a player, destroy an enchantment that player controls 2/2.

Songstitcher SC U *** UZ
* Target attacking creature with flying deals no combat damage to that turn 1/1.

Soothing Balm INS C *** MM
Target player gains 5 life.

Soraya the Falconer SL R *** HL
All Falcons gain +1/+1. * Target Falcon gains banding, 2/1.

Soul Echo EN R *** MG
Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.

Soul Sculptor SC R *** UZ
* Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell, 1/1.

Soul Shepherd SC C *** WL
* Remove a creature in your graveyard from the game: Gain 1 life, 2/1.

Soul Warden SC C *** EX
Whenever any other creature comes into play, gain 1 life, 1/1.

Southern Paladin SC R *** WL
* Destroy target red permanent, 3/3.

Spectral Guardian SC R *** MG
As long as Spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects, 2/3.

Spirit en-Kor SC C *** SH
Flying. * Redact 1 damage from Spirit to a creature you control, 2/2.

Spirit Link EC U *** LG,4th,5th,5th
Gain 1 life for every point of damage dealt by enchanted creature.

Spirit Mirror EN R *** TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. * Destroy target Reflection.

Spiritual Focus EN R *** MM
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

Spiritual Sanctuary EN R *** LS
Any player controlling plains gains 1 life during his upkeep.

Squire SC C *** DK
1/2.

Standing Troops SC C *** EX,6th
Attacking does not cause Standing Troops to tap, 1/4.

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Staunch Defenders SC U *** TM,8th
When Staunch Defenders comes into play, gain 4 life, 3/4.

Steadfast Guard SC C *** MM
Attacking doesn't cause Guard to tap, 2/2.

Story Circle EN U *** MM
As Circle comes into play choose a color: * The next time a creature of the chosen color would deal damage to you, this prevents that damage.

Sun Cisp EC C *** VS
Enchanted creature gains +1/+3. * Return creature to owner's hand.

Sunweb SC R *** MG,6th
Flying. Cannot block creatures with power 2 or less, 5/6.

Sustainer of the Realm SC U *** UL
Flying. Whenever Sustainer blocks, it gains +0/+2 until end of turn, 2/3.

Sustaining Spirit SC R *** AI
CU: * Any damage that would reduce your life total to less than 1 instead reduces it to 1, 0/3.

Swords to Plowshares INS U *** LG,4th,4th
Remove target creature from game. Controller gains life equal to its power.

Sworn Defender SC R *** AI
* Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1 until end of turn. Change toughness to one plus the power of that creature, until end of turn, 1/3.

Talon Silver SC C *** TM
All Silvers gain first strike, 1/1.

Tariff SC R *** WL,6th
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or doubles the creature.

Task Force SC C *** MM
Whenever Force becomes the target of a spell or ability, it gains +0/+3 and end of turn, 1/3.

Teller's Honor Guard SC U *** VS
Flanking * Phase out, 2/2.

Temper INS U *** SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

Terminus Griffin SC C *** MG
Banding: Flying, 2/2.

Tethered Griffin SC R *** UZ
Flying. When you control no enchantments, sacrifice Tethered Griffin 2/3.

Thermal Glider SC C *** MM
Flying, protection from red.

Thunder Spirit SC R *** LG
Flying, first strike, 2/2.

Tithe INS R *** VS
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal these cards to all players and put them into your hand.

Tivadar's Crusade SOR U *** DK
All Goblins are destroyed.

Tonic Peddler SC U *** 3 life
* Discard a card. Target player gains 3 life.

Tormented Angel SC U *** UZ
Flying 1/5. She's not look very tormented though.

Trade Caravan SC C *** HL
During your Upkeep, put a counter on Caravan. Remove two counters from Caravan: Untap target basic land. Use only during opponent's upkeep, 1/1.

Tragic Poet SC C *** UZ
* Sacrifice: Return target enchantment card from your graveyard to hand, 1/1.

Trap Runner SC U *** MM
* Target attacking unblocked creature becomes blocked, 2/3.

Treasure Hunter SC U *** EX
When Hunter comes into play, return an artifact from your graveyard to hand, 2/2.

Trues INS R *** HL,5th
Each player may draw up to two cards. For each card less than two a player draws, he gains 2 life.

Tundra Wolves SC C *** LG,4th,5th,5th
First strike, 1/1.

Unlikely Alliance EN U *** AI
* Target non-attacking, non-blocking creature gains +0/+2.

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Unyaro Griffin SC U *** MG,8th
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control, 2/2.

Venerable Monk SC C *** SH,6th
When Venerable Monk comes into play, gain 2 life, 2/2.

Veteran Bodyguard SC R *** LLUR
Players must redact all damage done to you by unblocked creatures in Redwood unless Bodyguard is tapped, 2/5.

Vigilant Martyr SC U *** VS
Sacrifice: Regenerate target creature. * Sacrifice. Counter a target spell that targets an enchantment in play, 1/1.

Visions SOR U *** LG,4th
Look at the top 6 cards of any library then reshuffle it if you want.

Voice of Duty SC U *** UZ
Flying, protection from green, 2/2.

Voice of Grace SC U *** UZ
Flying, protection from black, 2/2.

Voice of Law SC U *** UZ
Protection from red, 2/2.

Voice of Reason SC U *** UZ
Flying, protection from blue, 2/2.

Volunteer Reserves SC U *** WL
Banding: CU, 2/4.

Wall of Caltrops SC C *** LG
If Wall of Caltrops blocks with other walls, it gains banding, 2/1.

Wall of Essence SC U *** SH
For each 1 combat damage dealt to Wall, gain 1 life, 0/4.

Wall of Glass SC C *** UZ
Wall may block any number of creatures each combat, 0/5.

Wall of Light SC U *** LG
Protection from black, 1/5.

Wall of Nets SC R *** EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game, 0/7.

Wall of Resistance SC C *** MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it, 0/3.

Wall of Swords SC U *** Basic
Flying, 2/2.

War Elephant SC C *** AN,CH
Banding: Trample, 2/2.

Ward of Lights EC C *** MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.

Warrior EN U *** TM,6th
Whenever target opponent successfully casts a red spell gain 2 life.

Warrior Angel SC R *** SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life, 3/4.

Warrior en-Kor SC R *** SH
* Redact 1 damage from Warrior en-Kor to a creature you control, 2/2.

Warrior's Honor INS C *** VS,6th
All creatures you control gain +1/+1 until end of turn.

Wave of Reckoning SOR R *** MM
Each creature deals to itself damage equal to its power.

Waylay INS U *** UZ
Put three 2/2 white Knight tokens into play, use only during combat. Remove them from game at end of play.

Welkin Hawk SC C *** EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand, 1/1.

White Knight SC U *** LG,4th,5th
Protection from black, first strike, 2/2.

White Scorpion EC U *** IA
Enchanted creature gains +2/+2 as long as any other player plays any white cards. Enchanted creature cannot be blocked by white creatures.

White Ward EC U *** LLUR,4th
Enchanted creature gains protection from white.

Wild Aesthr SC C *** AI
Flying, first strike. * Gains +2/+4 until end of turn. You cannot spend more than 2 in this way each turn, 1/1.

Winds of Rath SOR R *** TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

Wishmonger SC U *** MM
* Target creature gains protection from the color of its

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controller's choice until end of turn. Any player may play this ability 3/3.

Witch Hunter SC U *** DK,CH
* Deals 1 damage to target player. * * * * * Return target creature opponent controls to owner's hand, 1/1.

Worship EN *** UZ
Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.

Worthy Cause INS U *** TM
Backlash: Sacrifice a creature. Gain life equal to the creature's toughness.

Wrath of God INS R *** Basic
Bury all creatures in play.

Yare INS R *** MG
Target creature defending player controls gains +3/+0 until end of turn. That creature may block up to three creatures this turn.

Youthful Knight SC C *** SH
First strike, 2/1.

Zealots on-Duty SC U *** EX
During your upkeep, if all nonland permanents you control are white, gain 1 life, 2/4.

Zhailfir Commander SC U *** MG
Flanking * * * * * Target Knight gains +1/+1 until end of turn, 2/2.

Zhailfir Crusader SC R *** VS
Flanking * * * * * Redact 1 damage from Zhailfir Crusader to target creature or player, 2/2.

Zhailfir Knight SC C *** MG
Flanking * * * * * First strike until end of turn, 2/2.

Zubert, Golden Feather SL R *** MG
Flying. Counts as a Griffin. All other Griffins gain +1/+1, 3/3.

LANDS

Adarkar Wastes LAN R *** IA,6th,6th
* Add to your pool. * Add to your pool and take 1 damage. * Add to your pool and take 1 damage.

Adventurers Guildhouse LAN U *** LG
All your green legends may band with other legends.

An-Havva Township LAN R *** HL
* Add to your pool. * Add to your pool. * Add to your pool.

Ancient Tomb LAN R *** TM
* Add to your pool. Tomb deals 2 damage to you.

Arena LAN R *** PR
* Add to your pool. You and opponent choose a creature. Both creatures become tapped and deal their power in damage to one another.

Ayven Abbey LAN U *** HL
* Add to pool. * Add to your pool. * Add to your pool.

Bad River LAN U *** MG
Comes into play tapped. * Sacrifice: Search your library for an island or swamp. Put that land into play.

Bedlands LAN R *** LLUR
* Add to your pool. * Add to your pool. Counts as a mountain and a swamp.

Baldovian Trading Post LAN R *** AI
When Post comes into play, sacrifice an untapped mountain or bury Post. * Add to your pool. * Add to your pool. * Deals 1 damage to target attacker.

Bayou LAN R *** LLUR
* Add to your pool. * Add to your pool. Counts as a Swamp and Forest.

Bazaar of Baghdad LAN R *** AN
* Draw two cards; then discard three cards from your hand.

Blasphemous Landscape LAN U *** UZ
* Add to your pool. * Add to your pool. Cycling 1/1.

Bottomless Vault LAN R *** FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. * Remove any number of counters, adding to each one.

Brushland LAN R *** IA,5th,6th
* Add to your pool. * Add to your pool and take 1 damage. * Add to your pool and take 1 damage.

Caldarra Lake LAN R *** TM
Comes into play tapped. * Add a colorless mana to your pool.

Castle Spang LAN R *** HL
* Add to your pool. * Add to your pool. Deals 1 damage to you.

Cathedral of Serra LAN U *** LG
All your white legends may band with other legends.

Cinder Marsh LAN U *** TM
* Add to your pool. * Add to your pool. Cinder Marsh does not untap during your next untap step.

City of Brass LAN R *** AN,CH,5th,6th
* Add 1 mana of any color to your pool. City deals one damage to you whenever it becomes tapped.

City of Shadows LAN R *** DK
* Remove one of your creatures from game and put a counter on City. * Add to your pool, where X is the number of counters on City.

City of Traitors LAN R *** EX
If you play a land, sacrifice City. * Add to your pool.

Coral Atoll LAN U *** VS
Comes into play tapped. When Atoll comes into play, return an untapped island you control to owner's hand or bury Atoll. * Add to your pool.

Crystal Vein LAN U *** MG,6th
* Add to your pool. * Sacrifice: Add to your pool.

Desert LAN C *** AN
* Add to your pool. Deal 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R *** AN
* Sacrifice a creature to gain life equal to its toughness.

Dormant Volcano LAN L *** VS
Comes into play tapped. When Volcano comes into play, return an untapped mountain you control to owner's hand or bury Volcano. * Add to your pool.

Drifting Meadow LAN C *** UZ
Comes into play tapped. * Add to your pool. Cycling 1/1.

Dust Bowl LAN R *** MM
* Add to your pool. * Sacrifice a land: Destroy target nonbasic land.

Dwarven Hold LAN R *** FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. * Remove any number of counters, adding to

KILLER COMBOS



Gilded Drake
Flying
When Gilded Drake comes into play, exchange control of Gilded Drake for target creature: one of your opponents controls or sacrifice Gilded Drake. Bury before.



Gilded Drake
Flying
When Gilded Drake comes into play, exchange control of Gilded Drake for target creature: one of your opponents controls or sacrifice Gilded Drake. Bury before.

If it isn't worth trading a 3/3 flyer for your opponent's creatures, don't despair. Play Gilded Drake and then "protect" the targeted critter with Diplomatic Escort. The Drake is yours.

MAGIC FACT There are 20 common elementals in Magic, plus four other cards that mention the word "elemental" in their names.

MAGIC DATA C=COMMON U=UNCOMMON R=RARE
●ARTIFACT ●BLACK ●BLUE ●GOLD ●GREEN ●RED ●WHITE ●LAND

ART Artifact	EA Enchant Artifact	EW Enchantment	LL Land	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

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for each one					
Dwarven Reins	LAN	U	***	FE,5th,6th	TK
Comes into play tapped. Add to your pool. Sacrifice.					
Cher Stronghold	LAN	U	***	FE,5th,6th	TK
Comes into play tapped. Add to your pool. Sacrifice.					
Elephant Graveyard	LAN	R	***	AN	
Add to your pool. Regenerate an Elephant or Mammoth.					
Everglades	LAN	U	***	VS	
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control, to owner's hand or bury Everglades. Add to your pool.					
Faerie Guardians	LAN	U	***	UL	
Comes into play tapped. Add to your pool. Censures becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.					
Flood Plains	LAN	U	***	MG	
Comes into play tapped. Sacrifice. Search your library for a plains or island. Put that land into play.					
Forbidden Watchtower	LAN	U	***	UL	
Comes into play tapped. Add to your pool. Watchtower becomes a 1/1 white creature until end of turn. This creature still counts as a land.					
Fountain of Life	LAN	U	***	MM	
Comes into play tapped. Put a counter on Fountain. Remove any number of counters from Fountain. Add to your pool for each counter removed.					
Gaea's Cradle	LAN	R	***	UZ	
Add to your pool for each creature you control.					
Genzine Mine	LAN	U	***	WL	
When Mine comes into play, put three counters on it. Remove a counter from Mine. Add one mana of any color to your pool. If there are no counters on Mine bury it.					
Shin Encampment	LAN	U	***	UL	
Comes into play tapped. Add to your pool. Becomes a 2/1 red creature with first strike until end of turn.					
Shen Town	LAN	U	***	TM	
Add to your pool. Return Ghost Town to owner's hand. Use this ability only during another player's turn.					
Glacial Chasm	LAN	U	***	A	
CL: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.					
Grasslands	LAN	U	***	MG	
Comes into play tapped. Sacrifice. Search your library for a forest or plains. Put that land into play.					
Griffin Canyon	LAN	R	***	VS	
Add to your pool. Untap target Griffin. That Griffin gains +1/+1 until end of turn.					
Halls of Mist	LAN	R	***	IA	
CL: No creature may attack if it attacked during its controller's last turn.					
Hammorheim	LL	U	***	LG	
Add to your pool. Remove landwalking from target creature until end of turn.					
Hallowed Hathorway	LAN	U	***	FE,5th,6th	
Comes into play tapped. Add to your pool. Sacrifice.					
Heart of Yavanya	LAN	R	***	AI	
When Heart comes into play, sacrifice a forest or bury Heart. Add to your pool. Target creature gains +1/+1.					
Hearts of Ruines	LAN	U	***	MM	
Add to your pool. Add one mana of any color to your pool.					
Nichay Woodlot	LAN	C	***	MM	
Comes into play tapped with two counters on it. Remove a counter. Add to your pool. If there are no counters on Woodlot, sacrifice it.					
High Market	LAN	R	***	MM	
Add to your pool. Sacrifice a creature. Gain 1 life.					
Hollow Trees	LAN	R	***	FE,5th	
Comes into play tapped. You may leave Trees tapped to put a counter on it. Remove any number of counters, adding for each one.					
Ice Pine	LAN	U	***	IA,5th	
You may choose not to untap Ice Pine. Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Pine is tapped.					
Island of Waa-Waa	LAN	R	***	AN	
Rescue the power of one flying creature to 0 until end of turn.					
Jungle Basin	LAN	U	***	VS	
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. Add to your pool.					
Karakhan	LL	U	***	LG	
Add to pool. Return target legend to owner's hand.					
Karoo	LAN	J	***	VS	
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. Add to your pool.					
Karosan Forest	LAN	R	***	IA,5th,6th	
Add to your pool. Add to your pool and take 1 damage. Add to your pool and take 1 damage.					
Kjeldaren Outpost	LAN	R	***	AI	
When Outpost comes into play, sacrifice a plains or bury Outpost. Add to your pool. Put a 1/1 soldier token into play.					
Kozan Kaap	LAN	U	***	HL	
Add to your pool. Add to your pool. Add to your pool.					
Lake of the Dead	LAN	R	***	AI	
When Lake comes into play, sacrifice a swamp or bury Lake. Add to your pool. Sacrifice a swamp. Add to your pool.					
Land Cap	LAN	R	***	IA	
Add to your pool and put a counter on Land Cap. Add to your pool and put a counter on Cap. Remove a counter instead of untapping.					
Lava Teles	LAN	R	***	IA	
Add to your pool and put a counter on Cap. Add to your pool and put a counter on Cap. Remove a counter instead of untapping.					
Library of Alexandria	LAN	R	***	AN	
Add to your pool. Draw a card from your library if you have exactly seven cards in hand.					
Lotus Vale	LAN	R	***	WL	
When Lotus Vale comes into play, sacrifice two untapped lands					

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or bury Vale. Add three mana of any one color to your pool.					
Maze of the	LAN	U	***	TK	
Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.					
Maze of Shadows	LAN	U	***	TM	
Add one colorless mana to your pool. Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.					
Mercadian Bazaar	LAN	U	***	MM	
Comes into play tapped. Put a counter on Bazaar. Remove any number of counters from Bazaar. Add to your pool for each counter removed.					
Mishra's Factory	LAN	J	***	AI,4th	
Add to your pool or play any Factory 1/1+1 until end of turn. Factory becomes a 2/2 artifact creature until end of turn.					
Mishra's Workshop	LAN	R	***	AI	
Add to your pool which may only be used to cast artifacts.					
Mogg Hollows	LAN	U	***	TM	
Add one colorless mana to your pool. Add to or to your pool. Hollows does not untap during your next untap step.					
Mountain Stronghold	LAN	U	***	LG	
All your red legends may band with other legends.					
Mountain Valley	LAN	U	***	MG	
Comes into play tapped. Sacrifice. Search your library for a					

STUMPERS



I control a Forbidden Crypt and an Abundance. What happens when I draw?

You can either apply the Forbidden Crypt effect and get a card from your graveyard, or you can apply the Abundance effect and get a card from your library. However, you can't apply both to a single draw.

mountain or forest. Put that land into play.					
Oasis	LAN	U	***	AN,4th	
Prevent 1 damage to any creature.					
Pool Bag	LAN	R	***	MM	
Comes into play tapped with two counters on it. Remove a counter. Add to your pool. If there are no counters on Bag, sacrifice it.					
Pendelhaven	LL	U	***	LG	
Add to your pool. Target 1/1 creature gains +1/+2 until end of turn.					
Physician Tower	LAN	R	***	UZ	
Add one colorless mana to your pool. Sacrifice a creature. Add to your pool.					
Pine Barrens	LAN	R	***	TM	
Comes into play tapped. Add one colorless mana to your pool. Add to your pool. Pine Barrens deals 1 damage to you.					
Plains	LAN	R	***	LL,R	
Add to or to your pool. Counts as a mountain and a plains.					
Polluted Mine	LAN	C	***	UZ	
Comes into play tapped. Add to your pool. Cycling.					
Quicksand	LAN	U	***	VS	
Add to your pool. Sacrifice. Target attacking creature without flying gets 1/2 until end of turn.					
Rainbow Vale	LAN	R	***	FE	
Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.					
Reflecting Pool	LAN	R	***	TM	
Add to your pool 1 mana of any type that any land you control can produce.					
Remora Farm	LAN	C	***	MM	
Comes into play tapped with two counters on it. Remove a counter. Add to your pool. If there are no counters on Farm, sacrifice it.					
Remora Isle	LAN	C	***	UZ	
Comes into play tapped. Add to your pool. Cycling.					
Remora Port	LAN	R	***	MM	
Add to your pool. Add to your pool and take 1 damage.					
River Delta	LAN	R	***	IA	
Add to your pool and put a counter on Land Cap. Add to your pool and put a counter on Cap. Remove a counter instead of untapping.					
Rocky Tar Pit	LAN	U	***	MG	
Comes into play tapped. Sacrifice. Search your library for a swamp or mountain. Put that land into play.					
Roadwater Depths	LAN	U	***	TM	
Add one colorless mana to your pool. Add to or to your pool. Roadwater Depths does not untap during your next untap step.					
Runes of Triskair	LAN	U	***	FE,5th,6th	
Comes into play tapped. Add to your pool. Sacrifice.					
Roadwater Grove	LAN	U	***	MM	
Comes into play tapped. Put a counter on Grove. Remove any number of counters from Grove. Add to your pool for each counter removed.					
Safe Haven	LAN	R	***	DK,CH	
Set a creature you control aside. During upkeep, sacrifice Safe Haven to return all creatures it was set aside to play.					
Safe Place	LAN	R	***	TM	
Comes into play tapped. Add to your pool. Add to your pool. Flats deals 1 damage to you.					
Sand Siles	LAN	R	***	FE,5th	

NAME	KIND	CR	PR	COST	SETS
Comes into play tapped. You may leave Siles tapped to put a counter on it. Remove any number of counters, adding for each one.					
Sandstone Hamlet	LAN	C	***	MM	
Comes into play tapped with two counters on it. Remove a counter. Add to your pool. If there are no counters on Needles, sacrifice it.					
Saprazzan Cove	LAN	U	***	MM	
Comes into play tapped. Put a counter on Cove. Remove any number of counters from Cove. Add to your pool for each counter removed.					
Saprazzan Skerry	LAN	C	***	MM	
Comes into play tapped with two counters on it. Remove a counter. Add to your pool. If there are no counters on Skerry, sacrifice it.					
Savannah	LAN	R	***	LL,R	
Add to or to your pool. Counts as a plains and a forest.					
Scabland	LAN	R	***	TM	
Comes into play tapped. Add to your pool. Add to or to your pool. Scabland deals 1 damage to you.					
School of the Unseen	LAN	U	***	AI	
Add to your pool. Add 1 mana of any color to your pool.					
Scorched Ruins	LAN	R	***	WL	

NAME	KIND	CR	PR	COST	SETS
Clowers to owner's hand.					
Shen Quarry	LAN	R	***	UZ	
At the end of each turn if you control no creatures, sacrifice Shen Quarry. Add one mana of any color to your pool.					
Timberline Ridge	LAN	R	***	IA	
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. Add to pool and put a counter on Ridge. Add to pool and put a counter on Ridge.					
Talaria	LL	U	***	LG	
Add to your pool. During upkeep, remove banding or bands with other ability from target creature until end of turn.					
Talaria Academy	LAN	R	***	UZ	
Add to your pool for each artifact you control.					
Tower of the Magistrate	LAN	R	***	MM	
Add to your pool. Add to your pool. Target creature gains protection from artifacts until end of turn.					
Treetop Village	LAN	U	***	UL	
Comes into play tapped. Add to your pool. Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.					
Tropical Island	LAN	R	***	LL,R	
Add to or to your pool. Counts as a forest and an island.					
Tundra	LAN	R	***	LL,R	
Add to or to your pool. Counts as an island and a plains.					
Underground River	LAN	R	***	IA,5th,6th	
Add to your pool. Add to your pool and take 1 damage. Add to your pool and take 1 damage.					
Underground Den	LAN	R	***	LL,R	
Add to or to your pool. Counts as a swamp and an island.					
Undiscovered Paradise	LAN	R	***	VS	
Add one mana of any color to your pool. At the beginning of your next untap step, return Paradise to owner's hand.					
Unholy Citadel	LAN	U	***	LG	
All your black legends may band with other legends.					
Urberg	LAN	R	***	LG	
Add to your pool. Remove first strike or swampwalk ability from target creature until end of turn.					
Urza's Mines	LAN	C	***	AQ,CH,5th	
Add to your pool. If you have Urza's Mines, Tower and Power Plant in play at the same time, tap to add to your pool.					
Urza's Power Plant	LAN	C	***	AQ,CH,5th	
Add to your pool. If you have Urza's Mines, Tower and Power Plant in play at the same time, tap to add to your pool.					
Urza's Tower	LAN	C	***	AQ,CH,5th	
Add to your pool. If you have Urza's Mines, Tower and Power Plant in play at the same time, tap to add to your pool.					
Vac Township	LAN	U	***	TM	
Add to your pool. Add to or to your pool. Vac Township does not untap during your next untap step.					
Veil	LAN	R	***	IA	
If any counters are on Veil, it doesn't untap. Remove a counter from Veil at end of your upkeep. Add to your pool and put a counter on Veil. Add to your pool and put a counter on Veil.					
Volcanic Island	LAN	R	***	BL,R	
Add to or to your pool. Counts as an island and a mountain.					
Volcanic Stronghold	LAN	R	***	SH	
Add one colorless mana to your pool. Put target creature card from your graveyard on top of your library.					
Wachman	LAN	U	***	TM	
Add to your pool. Sacrifice. Destroy target nonbasic land.					
Winding Canyon	LAN	R	***	WL	
Add one colorless mana to your pool. Until end of turn you may play creature cards whenever you could play instants.					
Wizard's School	LAN	U	***	HL	
Add to your pool. Add to your pool. Add to your pool.					
Yavanya Hollow	LL	R	***	UP	
Add to your pool. Regenerate target creature.					

If you have a Magic question that's tearing you apart, send it to:

stumpers@inquestmag.com

or

"Stumpers"
c/o InQuest Gamer
151 Wells Ave.
Congers, NY 10920

INQUEST **gamer** Players Guide

POKÉMON

CARD DESCRIPTION

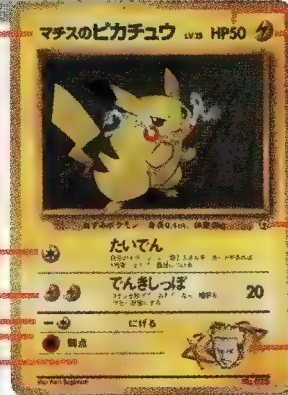
NAME You may recognize this guy as that loveable rodent Pikachu.

ATTACKS Things the pokémon can do in combat and the energy it costs to use them.

RETREAT The amount of energy you must discard from the pokémon to have it retreat.

WEAKNESS Pikachu takes double damage against fighting pokémon.

RESISTANCE If a pokémon is resistant to a certain type, it's shown here.



WEAKNESS The amount of damage it takes to knock out the pokémon.

ENERGY The type of energy the little bugger is.

EXPANSION Tells you which set the card comes from.

EVOLUTION If there's a face here, this pokémon belongs to a gym leader—in this case, Lt. Surge.

BASIC SET POKÉMON

NAME	TYPE	HP	WK	RES	RET	CR
Abra	●	30	●	●	●	C
● Psychic 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Alakazam	●	80	●	●	●	H
Stage 2 Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before your attack) you may move 1 damage counter from 1 Pokémon to another as long as you don't Knock Out that Pokémon. ●●● Confuse Ray. 30 damage. Flip a coin. If heads, defending Pokémon is Confused.						
Arcanine	●	100	●	●	●	U
Stage 1 Evolves from Growlithe. ●●● Flamethrower. 50 damage. Discard 1 Fire Energy card attached to Arcanine to use this attack. ●●● Take Down. 80 damage. Arcanine takes 30 damage.						
Beedrill	●	80	●	●	●	R
Stage 2 Evolves from Kakuna. ●●● Twineedle. Flip 2 coins. Does 30 damage times the number of heads. ●●● Poison Sting. 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Blastoise	●	100	●	●	●	H
Stage 2 Evolves from Wartortle. Pokémon Power: Rain Dance. As often as you like during your turn (before your attack) you may attach 1 Water Energy card to 1 of your Pokémon. ●●● Hydro Pump. 40 damage. Does 10 more damage for each Water Energy attached to Blastoise but not used to pay for this attack's cost, up to 20 damage.						
Bulbasaur	●	40	●	●	●	C
●●● Leech Seed. 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.						
Caterpie	●	40	●	●	●	C
●●● String Shot. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Chansey	●	120	●	●	●	H
●●● Scrunch. Flip a coin. If heads, prevent all damage done to Chansey next turn. ●●● Double-edge. 80 damage. Chansey takes 80 damage.						
Charizard	●	120	●	●	●	H
Stage 2 Evolves from Charmeleon. Pokémon Power: Energy Burn. As often as you like during your turn you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. ●●● Fire Spin. 100 damage. Discard 2 Energy cards attached to Charizard to						

NAME	TYPE	HP	WK	RES	RET	CR
use this attack.						
Charmander	●	50	●	●	●	C
●● Scratch. 10 damage. ●●● 30 damage. Ember. Discard 1 Fire Energy card attached to Charmander to use this attack.						
Charmeleon	●	80	●	●	●	U
Stage 1 Evolves from Charmander. ●●● Slash. 30 damage. ●●● Flamethrower. 50 damage. Discard 1 Fire Energy card attached to Charmeleon to use this attack.						
Clefairy	●	40	●	●	●	H
●● Sing. Flip a coin. If heads, defending Pokémon is Asleep. ●●● Metronome. Copy 1 of the defending Pokémon's attacks except for Energy costs and any other requirements. The damage is colorless.						
Dewgong	●	80	●	●	●	U
Stage 1 Evolves from Seel. ●●● Aurora Beam. 50 damage. ●●● Ice Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Diglett	●	30	●	●	●	C
●● Dig. 10 damage. ●●● Mud Slap. 30 damage.						
Doduo	●	50	●	●	●	C
●● Fury Attack. Flip 2 coins. Does 10 damage times the number of heads.						
Dragonair	●	80	●	●	●	R
Stage 1 Evolves from Dratini. ●●● Slam. Flip two coins. Does 30 damage times the number of heads. ●●● Hyper Beam. 20 damage. If defending Pokémon has any Energy cards attached to it, discard 1 of them.						
Dratini	●	40	●	●	●	U
●● Pound. 10 damage.						
Drowzee	●	50	●	●	●	C
●● Pound. 10 damage. ●● Confuse Ray. 10 damage. Flip a coin. If heads, defending Pokémon is Confused.						
Dugtrio	●	70	●	●	●	R
Stage 1 Evolves from Diglett. ●●● Slash. 40 damage. ●●● Earthquake. 70 damage. Does 10 damage to each of your benched Pokémon.						
Electabuzz	●	70	●	●	●	R
●● Thunder Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●● Thunderpunch. Does 30 damage. Flip a coin. If heads, does 10 more damage; if tails, Electabuzz takes 10 damage.						
Electrode	●	80	●	●	●	R
Stage 1 Evolves from Voltorb. Pokémon Power: Buzzap. Before your attack, you may Knock Out Electrode and						

NAME	TYPE	HP	WK	RES	RET	CR
attach it to 1 of your other Pokémon. Electrode is now an Energy card that provides 2 energy of a type of your choice. ●●● Electric Shock. 50 damage. Flip a coin. If tails, Electrode takes 10 damage.						
Farfetch'd	●	50	●	●	●	U
●● Leaf Slap. 30 damage. Flip a coin. If tails, this attack does nothing. Either way you can't use this attack again. ●●● Pot Smash. 30 damage.						
Gastly	●	30	●	●	●	C
●● Sleeping Gas. Flip a coin. If heads, defending Pokémon is Asleep. ●● Dstiny Bond. Discard 1 Psychic Energy card attached to Gastly to use this attack. If a Pokémon Knocks Out Gastly next turn, Knock Out that Pokémon.						
Growlithe	●	60	●	●	●	U
●● Flame. 20 damage.						
Gyarados	●	100	●	●	●	H
Stage 1 Evolves from Magikarp. ●●● Dragon Rage. 50 damage. ●●● Bubblebeam. 40 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Haunter	●	60	●	●	●	U
Stage 1 Evolves from Gastly. ●● Hypnosis. Defending Pokémon is Asleep. ●● Dream Eater. 50 damage. You can't use this attack unless the Defending Pokémon is Asleep.						
Hitmonchan	●	70	●	●	●	H
●● Jab. 20 damage. ●● Special Punch. 40 damage.						
Ivysaur	●	80	●	●	●	U
Stage 1 Evolves from Bulbasaur. ●●● Vine Whip. 30 damage. ●●● Poisonpowder. 20 damage. Defending Pokémon is Poisoned.						
Jynx	●	70	●	●	●	U
●● Double Slap. Flip 2 coins. Does 10 damage times the number of heads. ●●● Meditate. 20 damage. Does 10 more damage for each damage counter on the defending Pokémon.						
Kadabra	●	60	●	●	●	U
Stage 1 Evolves from Abra. ●● Recover. Discard 1 Psychic Energy card attached to Kadabra to use this attack. Remove all damage counters from Kadabra. ●●● Super Psy. 50 damage.						
Kakuna	●	80	●	●	●	U
Stage 1 Evolves from Weeble. ●● Stiffen. Flip a coin. If heads, prevent all damage done to Kakuna next turn. ●●● Poisonpowder. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Koffing	●	50	●	●	●	C

NAME	TYPE	HP	WK	RES	RET	CR
●●● Foul Gas. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned; if tails, it is Confused.						
Machop	●	100	●	●	●	H
Stage 2 Evolves from Machop. Pokémon Power: Strikes Back. Whenever your opponent's attack damages Machop, this power does 10 damage to the attacking Pokémon. ●●●● Seismic Toss. 60 damage.						
Machoke	●	80	●	●	●	U
Stage 1 Evolves from Machop. ●●● Karate Chop. Does 50 damage minus 10 damage for each damage counter on Machoke. ●●● Submission. 60 damage. Machoke takes 20 damage.						
Machop	●	50	●	●	●	C
●● Low Kick. 20 damage.						
Magikarp	●	30	●	●	●	U
●● Tackle. 10 damage. ●● Flail. Does 10 damage times the number of damage counters on Magikarp.						
Magmar	●	50	●	●	●	U
●● Fire Punch. 30 damage. ●●● Flamethrower. 50 damage. Discard 1 Fire Energy card attached to Magmar to use this attack.						
Magnemite	●	40	●	●	●	C
●● Thunder Wave. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●● Selfdestruct. 40 damage. Does 10 damage to each Pokémon on each player's bench. Magnemite takes 40 damage.						
Magneton	●	60	●	●	●	H
Stage 1 Evolves from Magnemite. ●●● Thunder Wave. 30 damage. Flip a coin. If heads, defending Pokémon is paralyzed. ●●●● Selfdestruct. 60 damage. Does 20 damage to each Pokémon on each player's bench. Magneton takes 80 damage.						
Metapod	●	70	●	●	●	C
Stage 1 Evolves from Caterpie. ●● Stiffen. Flip a coin. If heads, prevent all damage done to Metapod next turn. ●●● Stun Spore. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Mewtwo	●	60	●	●	●	H
●●● Psychic. 10 damage. Does 10 more damage for each Energy card attached to defending Pokémon. ●● Barrier. Discard 1 Psychic Energy card attached to Mewtwo to prevent all effects of attacks, including damage, done to Mewtwo next turn.						
Nidoking	●	90	●	●	●	H
Stage 2 Evolves from Nidorino. ●●● Thrash. 30 damage. Flip a coin. If heads, does 10 more damage; if tails, Nidoking takes 10 damage. ●●● Toxic. 20 damage. Defending Pokémon is Poisoned. It takes 20 Poison damage instead of 10 after each player's turn.						
Nidoran (Male)	●	40	●	●	●	C
●● horn hazard. 30 damage. Flip a coin. If tails, this attack does nothing.						
Nidorino	●	60	●	●	●	U
Stage 1 Evolves from Nidoran. ●●● Double Kick. Flip 2 coins. Does 30 damage times the number of heads. ●●● Horn Drill. 50 damage.						
Ninetales	●	80	●	●	●	H
Stage 1 Evolves from Vulpix. ●● Lure. Switch one of opponent's benched Pokémon with his active Pokémon. ●●● Fire Blast. 60 damage. Discard 1 Fire Energy card attached to Ninetales to use this attack.						
Onix	●	90	●	●	●	C
●● Rock Throw. 10 damage. ●●● Harden. Next turn, whenever 30 or less damage is done to Onix, prevent that damage.						
Pidgeotto	●	60	●	●	●	R
Stage 1 Evolves from Pidgey. ●● Whirlwind. 20 damage. Opponent must switch 1 of his benched Pokémon with his active Pokémon after damage is dealt. ●●● Mirror Move. If Pidgeotto was attacked last turn, do the final result of that attack to defending Pokémon.						
Pidgey	●	40	●	●	●	C
●● Whirlwind. 10 damage. Opponent must switch 1 of his benched Pokémon with his active Pokémon after damage is dealt.						
Pikachu	●	40	●	●	●	C
●● Gnaw. 10 damage. ●● 30 damage. Flip a coin. If tails, Pikachu takes 10 damage.						
Poliwhirl	●	40	●	●	●	C
●● Water Gun. 10 damage. Does 10 more damage for each Water Energy attached to Poliwhirl, but not used to pay for this attack, up to 20 damage.						
Poliwhirl	●	60	●	●	●	U
Stage 1 Evolves from Poliwhirl. ●● Amnesia. Choose 1 of defending Pokémon's attacks. That Pokémon can't use						

POKÉ FACT Discounting Pikachu who wins more fights than Lennox Lewis, Bulbasaur had the best record in the first season of the "Pokémon" cartoon with 11 victories. The worst record? Poor Meowth who went 4-24.

KEY C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED
● COLORLESS ● FIGHTING ● FIRE ● GRASS ● LIGHTNING ● PSYCHIC ● WATER

UNLESS THE DESCRIPTION SAYS OTHERWISE, THE FOLLOWING RULES ALWAYS APPLY:
• Whenever a benched pokémon takes damage, weakness and resistance do not apply.
• Whenever your search your deck for a card, you must show it to your opponent and shuffle afterwards.
• Pokémon powers do not operate when the pokémon is asleep, confused or paralyzed.

NAME	TYPE	HP	WK	RES	RET	CR
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that attack next turn. ●●●●● Doubletap. Flip 2 coins. Does 30 damage times number of heads.						
Poliwhirl	●	90	●●●●●	H		
Stage 2. Evolves from Poliwhirl. ●●●●● Water Gun. 30 damage. Does 10 more damage for each Water Energy attached to Poliwhirl but not used to pay for this attack, up to 20. ●●●●● Whirlpool. 40 damage. If defending Pokémon has any Energy attached to it, discard 1 of them.						
Ponyta	●	40	●●●●●	C		
●●●●● Smash Kick. 20 damage. ●●●●● Flame Tail. 30 damage.						
Porygon	●	30	●●●●●	U		
●●●●● Conversion 1. If defending Pokémon has a Weakness, you may change it to any type but Colorless. ●●●●● Conversion 2. Change Porygon's Resistance to any color except Colorless.						
Raichu	●	80	●●●●●	H		
Stage 1. Evolves from Pikachu. ●●●●● Agility. 20 damage. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Raichu next turn. ●●●●● Thunder. 60 damage. Flip a coin. If tails, Raichu takes 30 damage.						
Raticate	●	60	●●●●●	J		
Stage 1. Evolves from Rattata. ●●●●● Bite. 20 damage. ●●●●● Super Fang. Does damage to defending Pokémon equal to half its remaining HP (round up).						
Rattata	●	30	●●●●●	C		
●●●●● Bite. 20 damage.						
Sandslash	●	40	●●●●●	C		
●●●●● Sand-attack. 10 damage. If defending Pokémon tries to attack next turn, opponent flips a coin. If it is tails, attack does nothing.						
Seel	●	60	●●●●●	U		
●●●●● Headbutt. 10 damage.						
Squirtle	●	40	●●●●●	C		
●●●●● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●●●● Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle next turn.						
Staryu	●	60	●●●●●	C		
Stage 1. Evolves from Staryu. ●●●●● Recover. Discard 1 Water Energy card attached to Staryu to use this attack. Remove all damage counters from Staryu. ●●●●● Star Freeze. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Staryu	●	40	●●●●●	C		
●●●●● Slap. 20 damage.						
Tangela	●	50	●●●●●	C		
●●●●● Bind. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●●●● Poisonpowder. 20 damage. Defending Pokémon is Poisoned.						
Venusaur	●	100	●●●●●	H		
Stage 2. Evolves from Ivysaur. Pokémon Power. Energy Trance. As often as you like during your turn, you may take one Grass Energy card attached to one of your Pokémon and attach it to a different one. ●●●●● Solarbeam. 60 damage.						
Voltorb	●	40	●●●●●	C		
●●●●● Tackle. 10 damage.						
Vulpix	●	50	●●●●●	C		
●●●●● Confuse Ray. 10 damage. Flip a coin. If heads, defending Pokémon is Confused.						
Wartortle	●	70	●●●●●	U		
Stage 1. Evolves from Squirtle. ●●●●● Withdraw. Flip a coin. If heads, prevent all damage done to Wartortle next turn. ●●●●● Bite. 40 damage.						
Weedle	●	40	●●●●●	C		
●●●●● Poison Sting. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Zapdos	●	90	●●●●●	H		
●●●●● Thunder. 80 damage. Flip a coin. If tails, Zapdos takes 30 damage. ●●●●● Thunderbolt. 100 damage. Discard all Energy cards attached to Zapdos.						

BASIC SET TRAINERS

Bill	●					
Draw 2 cards.						
Clefairy Doll	●					
Play Doll as if it were a basic Pokémon. While in play, Doll counts as a Pokémon. It has no attacks, can't retreat and can't be Asleep, Confused, Paralyzed or Poisoned. If it is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Doll.						
Computer Search	●					
Discard 2 cards from your hand to search your deck for any card and put it into your hand.						
Defender	●					
Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20.						
Devolution Spray	●					
Choose 1 of your own Pokémon in and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned.						

NAME	TYPE	HP	WK	RES	RET	CR
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Energy Removal	●					
Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.						
Energy Retrieval	●					
Trade 1 of the cards in your hand for up to 2 basic Energy cards from your discard pile.						
Full Heal	●					
Your Active Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned.						
Gust of Wind	●					
Choose 1 of your opponent's Benched Pokémon and switch it with his Active Pokémon.						
Impostor Professor Oak	●					
Opponent shuffles his hand into his deck then draws 7 cards.						
Item Finder	●					
Discard 2 of cards from your hand to put a Trainer card from your discard pile into your hand.						
Lass	●					

PROMO POWER

MEWTWO: This month, we look at the special Japanese vending machine Pokémon cards; for more on these promo cards, turn to page 38. What are some of the cooler cards in the set? Well, the new version of the ultimate poké villain, Mewtwo, blasts away with a psycho-crash power that does 10 damage times the number of Double Colorless Energy attached to your opponent's Pokémon. Wacky.

You and your opponent show each other your hands, then shuffle all Trainer cards from your hands into your decks.						
Maintenance	●					
Shuffle 2 cards from your hand into your deck. Draw a card.						
PlusPower	●					
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the defending Pokémon, the attack does 10 more damage.						
Pokédex	●					
Look at top 5 cards from your deck and rearrange them.						
Pokémon Breeder	●					
Put a Stage 2 evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon.						
Pokémon Center	●					
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.						
Pokémon Flute	●					
Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his Bench.						
Pokémon Trader	●					
Trade 1 of the basic Pokémon or Evolution cards in your hand for 1 of the basic Pokémon or Evolution cards from your deck. Show both cards to your opponent.						
Potion	●					
Remove 2 damage counters from 1 of your Pokémon.						
Professor Oak	●					
Discard your hand, then draw 7 cards.						
Revive	●					
Put 1 basic Pokémon card from your discard pile onto your bench. Put damage counters on that Pokémon equal to half its Hit Points (round down).						
Scoup Up	●					
Choose 1 of your Pokémon and return its basic Pokémon card to your hand.						
Super Energy Removal	●					
Discard 1 Energy card attached to 1 of your Pokémon to choose 1 of your opponent's Pokémon and discard up to 2 Energy cards attached to it.						
Super Potion	●					
Discard 1 Energy card attached to 1 of your Pokémon to remove up to 4 damage counters from that Pokémon.						
Switch	●					
Switch 1 of your Benched Pokémon with your Active one.						
JUNGLE POKÉMON						
Bellsprout	●	40	●●●●●	C		
●●●●● Winthrop. 10 damage. ●●●●● Call for Family. Search your						

NAME	TYPE	HP	WK	RES	RET	CR
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deck for a Bellsprout and put it onto your Bench.						
Butterfree	●	70	●●●●●	U		
Stage 2. Evolves from Metapod. ●●●●● Whirlwind. 20 damage. Opponent must switch 1 of his benched Pokémon with his active Pokémon after damage is dealt. ●●●●● Megadrain. 40 damage. Remove a number of counters from Butterfree equal to half the damage done to the Defending Pokémon, rounded up.						
Clefable	●	70	●●●●●	RH		
Stage 1. Evolves from Clefable. ●●●●● Metronome. Copies 1 of defending Pokémon's attacks except for its Energy costs and any other requirements. Damage is colorless. ●●●●● Minimize. All damage done by attacks to Clefable next turn is reduced by 20.						
Cubone	●	40	●●●●●	C		
●●●●● Snivel. If defending Pokémon attacks Cubone next turn, the damage is reduced by 20. ●●●●● Rage. Does 10 damage. Does 10 more damage for each damage counter on Cubone.						

NAME	TYPE	HP	WK	RES	RET	CR
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Kangaskhan	●	90	●●●●●	RH		
●●●●● Fetch. Draw a card. ●●●●● Comet Punch. Flip 4 coins. Does 20 damage times number of heads.						
Lickitung	●	90	●●●●●	U		
●●●●● Tongue Wrap. 10 damage. Flip coin. If heads, defending Pokémon is Paralyzed. ●●●●● Supersonic. Flip a coin. If heads, defending Pokémon is Confused.						
Mankey	●	30	●●●●●	C		
Pokémon Power: Peek. Once during your turn (before your attack) you may look at one of the following the top card of either player's deck, a random card from your opponent's hand or one of either player's prizes. ●●●●● Scratch. 10 damage.						
Marowak	●	60	●●●●●	U		
Stage 1. Evolves from Cubone. ●●●●● Boomerang. Flip 2 coins. Does 30 damage times the number of heads. ●●●●● Call for Friends. Search your deck for a Basic Fighting Pokémon and put it onto your Bench.						
Mowth	●	50	●●●●●	C		
●●●●● Pay Day. 10 damage. Flip a coin. If heads, draw a card.						
Mr. Mime	●	40	●●●●●	RH		
Pokémon Power: Invisible Wall. Whenever an attack does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. ●●●●● Menatite. 10 damage. Does 10 more damage for each damage counter on defending Pokémon.						
Nidoqueen	●	90	●●●●●	RH		
Stage 2. Evolves from Nidorina. ●●●●● Boyfriends. 20 damage. Does 20 more damage for each Nidoking you have in play. ●●●●● Mega Punch. 50 damage.						
Nidoran (Female)	●	30	●●●●●	C		
●●●●● Fury Swipes. Flip three coins. Does 10 damage times the number of heads. ●●●●● Call for Family. Search your deck for a Nidoran and put it onto your Bench.						
Nidorina	●	70	●●●●●	U		
Stage 1. Evolves from Nidoran. ●●●●● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ●●●●● Double Kick. Flip two coins. Does 30 damage times the number of heads.						
Oddish	●	50	●●●●●	C		
●●●●● Stun Spore. 10 damage. Flip a coin. If heads, defending Pokémon is paralyzed. ●●●●● Sprout. Search your deck for an Oddish and put it onto your Bench.						
Paras	●	40	●●●●●	C		
●●●●● Scratch. 20 damage. ●●●●● Spore. Defending Pokémon is Asleep.						
Parasect	●	60	●●●●●	U		
Stage 1. Evolves from Paras. ●●●●● Spore. Defending Pokémon is Asleep. ●●●●● Slash. 30 damage.						
Persian	●	70	●●●●●	J		
Stage 1. Evolves from Mowth. ●●●●● Scratch. 20 damage. Does 20 more damage for each Nidoking you have in play. ●●●●● Pounce. 30 damage. If defending Pokémon attacks Persian next turn, any damage done by the attack is reduced by 10.						
Pidgeot	●	80	●●●●●	RH		
Stage 2. Evolves from Pidgeotto. ●●●●● Wing Attack. 20 damage. ●●●●● Hurricane. 30 damage. Unless this attack Knocks Out the defending Pokémon, return it and all cards attached to it to your opponent's hand.						
Pikachu	●	50	●●●●●	C		
●●●●● Spark. Does 20 damage. Does 10 damage to one of your opponent's benched Pokémon.						
Pinsir	●	60	●●●●●	RH		
●●●●● Ironing p. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●●●● Guillotine. 50 damage.						
Primeape	●	70	●●●●●	U		
Stage 1. Evolves from Mankey. ●●●●● Fury Swipes. Flip three coins. Does 20 damage times the number of heads. ●●●●● Tentrm. 50 damage. Flip a coin. If tails, Primeape is Confused.						
Rapidash	●	70	●●●●●	J		
Stage 1. Evolves from Ponyta. ●●●●● Stamp. 20 damage. Flip a coin. If heads, does 10 more damage. ●●●●● Agility. 30 damage. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Rapidash next turn.						
Rhydon	●	100	●●●●●	C		
Stage 1. Evolves from Rhyhorn. ●●●●● Horn Attack. 30 damage. ●●●●● Ram. 50 damage. Rhydon takes 20 damage. Opponent must switch 1 of his benched Pokémon with his active Pokémon after damage is dealt.						
Rhyhorn	●	70	●●●●●	C		
●●●●● Leer. Flip a coin. If heads, defending Pokémon can't attack Rhyhorn next turn. ●●●●● Horn Attack. 30 damage.						
Scyther	●	70	●●●●●	RH		
●●●●● Sword Dance. Next turn, Scyther's Slash attack's damage is 60 instead of 30. ●●●●● Slash. 30 damage.						
Seaking	●	70	●●●●●	U		
Stage 1. Evolves from Goldeen. ●●●●● Horn Attack. 10 damage. ●●●●● Waterfall. 30 damage.						
Snorlax	●	90	●●●●●	RH		
Pokémon Power: Thick Skinned. Snorlax can't become Asleep, Confused, Paralyzed or Poisoned. ●●●●● Body Slam. 30 damage. Flip a coin. If heads, defending						

Pokémon

Players Guide

NAME TYPE HP WK RES RET CR

Spearow 50 50 50 50 50
 Pokémon is paralyzed.
 ● Peck, 10 damage. ● Mirror Move. If Spearow was attacked last turn, do the final result of that attack to defending Pokémon.

Tauros 60 60 60 60 60
 ● Stomp, 20 damage. Flip a coin. If heads, does 10 more damage. ● Rampage, 20 damage. Does 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is confused.

Vaporean 80 80 80 80 80
 Stage 1. Evolves from Lavea. ● Quick Attack, 10 damage. Flip a coin. If heads does 20 more damage. ● Water Gun, 30 damage. Does 10 more damage for each Water Energy attached to Vaporean but not used to pay for this attack, up to 20 damage.

Venomoth 70 70 70 70 70
 Stage 1. Evolves from Venonat. Pokémon Power: Shift. Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. ● Venom Powder, 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned and Confused.

Venonat 40 40 40 40 40
 ● Stun Spore. Does 10 damage. Flip a coin. If heads, defending Pokémon is paralyzed. ● Leech Life. Does 10 damage. Remove a number of damage counters from Venonat equal to the damage done to the defending Pokémon.

Victreebel 80 80 80 80 80
 Stage 2. Evolves from Weepinbell. ● Lure. Choose 1 of opponent's benched Pokémon and switch it with his active Pokémon. ● Acid, 10 damage. Flip a coin. If heads, defending Pokémon can't retreat next turn.

Vileplume 80 80 80 80 80
 Stage 2. Evolves from Gloom. Pokémon Power: Heal. Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. ● Petal Dance. Flip 3 coins. Does 40 damage times the number of heads. Vileplume is Confused.

Weepinbell 70 70 70 70 70
 Stage 1. Evolves from Bellsprout. ● Poisonpowder, 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Razor Leaf, 30 damage.

Wigglytuff 80 80 80 80 80
 Stage 1. Evolves from Jigglypuff. ● Lullaby. Defending Pokémon is Asleep. ● Do the Wave, 10 damage. Does 10 more damage for each of your Benched Pokémon.

JUNGLE TRAINERS

Poké Ball 50 50 50 50 50
 Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand.

FOSSIL POKÉMON

Aerodactyl 60 60 60 60 60
 Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Prehistoric Power. No more Evolution cards can be played. ● Wing Attack, 30 damage.

Arbok 60 60 60 60 60
 Stage 1. Evolves from Ekans. ● Terror Strike, 10 damage. Flip a coin. If heads, opponent must choose 1 of his benched Pokémon and switch it with his active Pokémon after damage is dealt. ● Poison Fang, 20 damage. Defending Pokémon is Poisoned.

Articuno 70 70 70 70 70
 ● Freeze Dry, 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Blizzard, 50 damage. Flip a coin. If heads, does 10 damage to each of your opponent's benched Pokémon. If tails, does 10 damage to each of your benched Pokémon.

Cloyster 50 50 50 50 50
 Stage 1. Evolves from Shellder. ● Clamp, 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, this attack does no damage. ● Spike Cannon. Flip 2 coins. Does 30 damage times the number of heads.

Ditto 50 50 50 50 50
 Pokémon Power: Transform. If Ditto is active, treat it as if it were the same card as the defending Pokémon, including type, Hit Points, Weakness, and so on, except

Ditto can't evolve, always has this power, and you may treat any Energy attached to Ditto as Energy of any type.

Dragonite 100 100 100 100 100
 Stage 2. Evolves from Dragonair. Pokémon Power: Step In. Once during your turn (before your attack), you may switch Dragonite with your active Pokémon. ● Slam. Flip 2 coins. Does 40 damage times the number of heads.

Ekans 40 40 40 40 40
 ● Spit Poison. Flip a coin. If heads, defending Pokémon is Poisoned. ● Whip, 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Gastly 50 50 50 50 50
 ● Lick, 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Energy Conversion. Put up to 2 Energy cards from your discard pile into your hand. Gastly takes 10 damage.

Gengar 80 80 80 80 80
 Stage 2. Evolves from Haunter. Pokémon Power: Curse. Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémon to another. ● Dark Mind, 30 damage. Also does 10 damage to one Pokémon on opponent's bench.

Geodude 50 50 50 50 50
 ● Stone Barrage. Flip a coin until you get tails. Does 10 damage times the number of heads.

Golbat 80 80 80 80 80
 Stage 1. Evolves from Zubat. ● Wing Attack, 30 damage. ● Leech Life, 20 damage. Remove a number of damage counters from Golbat equal to the damage done to defending Pokémon.

Golduck 70 70 70 70 70
 Stage 1. Evolves from Psyduck. ● Psychoshock, 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Hyper Beam, 20 damage. If defending Pokémon has any Energy cards attached to it, discard 1 of them.

Golem 80 80 80 80 80
 Stage 2. Evolves from Graveler. ● Avalanche, 60 damage. ● Selfdestruct, 100 damage. Does 20 damage to each Pokémon on each player's bench. Golem takes 100 damage.

Graveler 60 60 60 60 60
 Stage 1. Evolves from Geodude. ● Harden. Whenever 30 or less damage is done to Graveler next turn, prevent it. ● Rock Throw, 40 damage.

Grimor 50 50 50 50 50
 ● Nasty Gas, 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Minimize. All damage done to

damage. Does 10 damage to 1 Pokémon on opponent's bench.

Kabuto 30 30 30 30 30
 Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Kabuto Armor. Whenever an attack does damage to Kabuto, that attack only does half the damage to Kabuto (round down). ● Scratch, 10 damage.

Kabutops 60 60 60 60 60
 Stage 2. Evolves from Kabuto. ● Sharp Stick, 30 damage. ● Absorb, 40 damage. Remove a number of damage counters from Kabutops equal to half the damage done to defending Pokémon rounded down.

Kargo 70 70 70 70 70
 Stage 1. Evolves from Krabby. ● Flail, 10 damage times the number of damage counters on Klinger. ● Crabhammer, 40 damage.

Klinger 60 60 60 60 60
 ● Call for Family. Search your deck for a Krabby and put it onto your bench. ● Iron Grip, 20 damage.

Krabby 50 50 50 50 50
 ● Call for Family. Search your deck for a Krabby and put it onto your bench. ● Iron Grip, 20 damage.

Lapras 80 80 80 80 80
 ● Water Gun, 10 damage. Does 10 more damage for each Water Energy attached to Lapras but not used to pay for this attack's Energy cost. Energy after the 2nd doesn't count. ● Confuse Ray. Flip a coin. If heads, defending Pokémon is Confused.

Magmar 70 70 70 70 70
 ● Smokescreen, 10 damage. If defending Pokémon tries to attack next turn, opponent flips a coin. If tails this attack does nothing. ● Smog, 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Magneton 80 80 80 80 80
 Stage 1. Evolves from Magnetite. ● Sonicboom, 20 damage. Don't apply Weakness and Resistance for this attack. ● Selfdestruct, 100 damage. Does 20 damage to each Pokémon on each player's bench. Magneton takes 100 damage.

Mew 70 70 70 70 70
 ● Psycho Wave. Does 10 damage times the number of Energy cards attached to the defending Pokémon. ● Degenerate Beam. Choose any evolved Pokémon in play and shuffle it back into its owner's deck.

Moltres 70 70 70 70 70
 ● Wildfire. Discard any number of Fire Energy cards attached to Moltres. Opponent discards that many cards from the top of his deck. ● Dive Bomb, 80

Spike Cannon 50 50 50 50 50
 Flip 2 coins. Does 30 damage times the number of heads.

Psyduck 50 50 50 50 50
 ● Headache. Your opponent can't play Trainer cards next turn. ● Fury Swipes. Flip 3 coins. Does 10 damage times the number of heads.

Raichu 90 90 90 90 90
 Stage 1. Evolves from Pikaachu. ● Gigashock, 30 damage. Choose 1 to 3 of your opponent's benched Pokémon and do 10 damage to each of them.

Sandslash 70 70 70 70 70
 Stage 1. Evolves from Sandshrew. ● Slash, 20 damage. ● Fury Swipes. Flip 3 coins. Does 20 damage times the number of heads.

Sadra 60 60 60 60 60
 Stage 1. Evolves from Horsea. ● Water Gun, 20 damage. Does 10 more damage for each Water Energy attached to Sadra but not used to pay for this attack's Energy cost. Energy after the 2nd doesn't count. ● Agility, 20 damage. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Sadra next turn.

Shellder 30 30 30 30 30
 ● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ● Hide in Shell. Flip a coin. If heads, prevent all damage done to Shellder next turn.

Slowbro 60 60 60 60 60
 Stage 1. Evolves from Slowpoke. Pokémon Power: Strange Behavior. As often as you like during your turn (before your attack) you may move 1 damage counter from one of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. ● Psychoshock, 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Slowpoke 50 50 50 50 50
 ● Spacing Out. Flip a coin. If heads, remove a damage counter from Slowpoke. ● Scavenge. Discard 1 Psychic Energy attached to Slowpoke to use this attack. Put a Trainer card from your discard pile into your hand.

Tentacool 30 30 30 30 30
 Pokémon Power: Cowardice. At any time during your turn (before your attack), you may return Tentacool to your hand, discarding all attached cards. This power can't be used the turn you put Tentacool into play. ● Acid, 10 damage.

Tentacruel 60 60 60 60 60
 Stage 1. Evolves from Tentacool. ● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ● Jellyfish Sting, 10 damage. Defending Pokémon is Poisoned.

Weezing 60 60 60 60 60
 Stage 1. Evolves from Koffing. ● Smog, 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Selfdestruct, 80 damage. Does 10 damage to each Pokémon on each player's bench. Weezing takes 60 damage.

Zapdos 80 80 80 80 80
 ● Thunderstorm, 40 damage. For each of your opponent's benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. Then, Zapdos takes 10 damage times the number of tails.

Zubat 40 40 40 40 40
 ● Supersonic. Flip a coin. If heads, defending Pokémon is Confused. ● Leech Life, 10 damage. Remove a number of damage counters from Zubat equal to the damage done to the defending Pokémon.

FOSSIL TRAINERS

Energy Search 50 50 50 50 50
 Search your deck for a basic Energy card and put it into your hand.

Gambler 50 50 50 50 50
 Shuffle your hand into your deck and flip a coin. If heads, draw 8 cards. If tails, draw 1 card.

Mr. Fuji 50 50 50 50 50
 Choose a Pokémon on your bench and shuffle it and any cards attached to it into your deck.

Mysterious Fossil 50 50 50 50 50
 Play Fossil as if it were a basic Pokémon. While in play, Fossil counts as a Pokémon with 10 Hit Points instead of a Trainer. Fossil has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed or Poisoned. If Fossil is Knocked Out, discard it or it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Fossil from play.

Recycle 50 50 50 50 50
 Flip a coin. If heads, put a card in your discard pile on top of your deck.

TEAM ROCKET POKÉMON

Abra 40 40 40 40 40
 ● Disappear. Remove all damage counters and discard all cards attached to Abra. Then return this card to your deck and shuffle. ● Psychic Power, 10 damage. Flip a

PROMO POWER



KANGASKHAN: We think we might have just discovered the most powerful pokémon in the game. The vending machine Kangaskhan is a basic poké with 80 hit points and a regular 20-point attack. Nothing to sneeze at. But his taildrop attack deals an unbelievable 80 damage for only three colorless energy! Sure, it fails if two coin flips come up tails, but the odds are way in your favor.

Gengar next turn is reduced by 20

Haunter 50 50 50 50 50
 Stage 1. Evolves from Gastly. Pokémon Power: Transparency. Whenever an attack does anything to Haunter flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. ● Nightmare, 10 damage. Defending Pokémon is Asleep.

Hitmonlee 60 60 60 60 60
 ● Stretch Kick. Does 20 damage to one Pokémon on opponent's bench. ● High Jump Kick, 50 damage.

Horsea 40 40 40 40 40
 ● Smokescreen, 10 damage. If the defending Pokémon tries to attack next turn, your opponent flips a coin. If tails, that attack does nothing.

Hypno 90 90 90 90 90
 Stage 1. Evolves from Drowzee. ● Prophecy. Look at up to 3 cards from the top of either player's deck and rearrange them in any order. ● Dark Mind, 30

damage. Flip a coin. If tails this attack does nothing.

Muk 70 70 70 70 70
 Stage 1. Evolves from Grimer. Pokémon Power: Toxic Gas. Ignore all Pokémon powers other than Toxic Gas. ● Sludge, 30 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Omanyte 40 40 40 40 40
 Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Calvaryance. Your opponent plays with his hand face up. ● Water Gun, 10 damage. Does 10 more damage for each Water Energy attached to Omanyte but not used to pay for this attack's Energy cost. Energy after the 2nd doesn't count.

Onix 70 70 70 70 70
 Stage 2. Evolves from Omanyte. ● Water Gun, 20 damage. Does 10 more damage for each Water Energy attached to Onix but not used to pay for this attack's Energy cost. Energy after the 2nd doesn't count.

POKÉ FACT You know who the smallest pokémon is? It's Diglett. The little mole pokémon only weighs two pounds and measures eight inches.

KEY		C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED	
CR	Card Rarity	RES	Resistance
HP	Hit Points	RET	Retreat
		TYPE	Energy Type
		WK	Weakness

NAME	TYPE	HP	WK	RES	RET	CR
coin. If heads, defending Pokémon is Paralyzed.						
"Bad" Alakazam	60	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Kadabra. ●●●●● Teleport Blast 30 damage. You may choose 1 of your benched Pokémon and switch it with Alakazam after damage is dealt.						
●●●●● Mindshock, 40 damage (weakness and resistance do not apply)						
"Bad" Arbok	60	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Ekans. ●●●●● Shock-Eye. Does 10 damage to 1 Pokémon on opponent's bench. Defending Pokémon cannot use any powers next turn.						
●●●●● Poison Spray 10 damage. Defending Pokémon is Poisoned. Does 10 damage to all of your opponent's benched Pokémon.						
"Bad" Blastoise	70	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Wartortle. ●●●●● Hydro-Cannon. 30 damage. Does 20 more damage for each Water Energy attached to Blastoise not used to pay for this attack, up to 40 damage. ●●●●● Rocket Tackle. 40 damage. Blastoise takes 10 damage. Flip a coin. If heads, prevent all damage dealt to Blastoise next turn.						
"Bad" Charizard	80	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Charmeleon. ●●●●● Flare Kick. 10 damage. ●●●●● Continuous Fireball. Flip a coin for each Fire Energy card attached to Charizard. Does 50 damage times the number of heads. Discard one Fire Energy card for each heads.						
"Bad" Charmeleon	50	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Charmander. ●●●●● Flare Kick. 10 damage. ●●●●● Fireball. 70 damage. Flip a coin. If tails, this attack does nothing. If heads, discard one Fire Energy card attached to Charmeleon.						
"Bad" Dragonair	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Dratini. Pokémon Power: Evolution Light. You may use this power once during your turn. Search your deck for an Evolution card, show it to your opponent and add it to your hand. ●●●●● Tail Poke. 20 damage. Flip a coin. If heads, does 20 more damage.						
"Bad" Dragonite	70	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Dragonair. Pokémon Power: Calling for Friends. You may only use this power when Dragonite comes into play. Search your deck for up to two Basic Pokémon and put them on your bench. ●●●●● Giant Tail. 70 damage. Flip a coin. If tails, this attack does nothing.						
"Bad" Dugtrio	50	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Diglett. Pokémon Power: Pitfall. When your opponent's active Pokémon retreats, your opponent must flip a coin. If tails, do 20 damage to the retreating Pokémon. ●●●●● Push Off. 20 damage. Opponent must flip a coin. If tails, does 20 more damage.						
"Bad" Electrode	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Voltorb. ●●●●● Rolling Tackle. 10 damage. ●●●●● Energy Bomb. 30 damage. Take all Energy Cards attached to this Electrode and attach them to your Benched Pokémon however you like. (If you have no Benched Pokémon, then discard all the Energy Cards.)						
"Bad" Flareon	50	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Eevee. ●●●●● Rage. 10 damage. Does 10 more damage times the number of damage counters attached on Flareon. ●●●●● Fire-Play. 30 damage. Flip a coin. If heads, does 10 damage and discard one Fire Energy card attached to Flareon.						
"Bad" Gloom	50	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Oddish. Pokémon Power: Sticky Pollen. You may use this power once during your turn. Flip a coin. If heads, defending Pokémon is Confused. If tails, your active Pokémon is Confused. ●●●●● Foul Gas. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned; if tails, it is Confused.						
"Bad" Golbat	50	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Zubat. Pokémon Power: Secret Bits. Can only be used once, when card is put into play. Does 10 damage to any one Pokémon on opponent's bench. ●●●●● Fluttering. Does 20 damage to 1 of opponent's benched Pokémon.						
"Bad" Golduck	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Psyduck. ●●●●● Third Eye. Discard one Psychic Energy card attached to Golduck to use this attack. Draw three cards. ●●●●● Super Psy. 50 damage.						
"Bad" Gyarados	70	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Magikarp. Pokémon Power: Final Beam. Use this power when Gyarados is Knocked Out by an opponent's Pokémon. Flip a coin. If heads, does 20 damage times the number of Water Energy cards attached to Gyarados to the Pokémon that Knocked Out Gyarados. ●●●●● Freeze Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
"Bad" Hyno	60	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Drowzee. ●●●●● Psycho-Punch 20 damage. ●●●●● Bench Manipulation. 20 damage. Your opponent must flip a number of coins equal to the number of benched Pokémon. Does 20 damage times the number of tails.						
"Bad" Joltong	50	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Eevee. ●●●●● Thunder Flash. 20						

NAME	TYPE	HP	WK	RES	RET	CR
damage. ●●●●● Thunder Attack. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, Joltong takes 10 damage.						
"Bad" Kadabra	50	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Abra. Pokémon Power: Barter System. You may use this power once during your turn. Discard a card from your hand and draw a card. ●●●●● Mindshock. 30 damage (weakness and resistance do not apply).						
"Bad" Machop	70	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Machop. ●●●●● Megaton Punch. 30 damage. ●●●●● Yank Out. Return defending Pokémon and all attached cards to opponent's deck and shuffle. If opponent has no Pokémon on his bench, this power cannot be used.						
"Bad" Machoke	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Machop. ●●●●● Drag Out. 20 damage. Before damage is dealt, switch defending Pokémon with 1 of opponent's benched Pokémon.						

NAME	TYPE	HP	WK	RES	RET	CR
Stage 1. Evolves from Squirtle. ●●●●● Shell-Attack. 20 damage.						
"Bad" Weezing	60	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Koffing. ●●●●● Everyone Explodes. Does 20 damage times the number of Koffing, Weezing and Bad Weezing Pokémon in play. Also does 20 damage to each Koffing, Weezing and Bad Weezing in play. ●●●●● Numbing Gas. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, defending Pokémon is Paralyzed.						
Charmander	40	●●●●●	●	●●●●●	●	C
Pokémon Power: Fire-Taking. You may use this power once per turn. Discard one Fire Energy card attached to 1 of your Pokémon and attach it to this Charmander. ●●●●● Flame. 20 damage.						
Diglett	40	●●●●●	●	●●●●●	●	C
●●●●● Tunnel. Does 10 damage one Pokémon on opponent's bench. ●●●●● Claw. 20 damage.						
Dratini	40	●●●●●	●	●●●●●	●	C

NAME	TYPE	HP	WK	RES	RET	CR
●●●●● Dizzy. Draw a card. ●●●●● Watergun. 20 damage. Does 10 more damage for each Water Energy attached to Psyduck but not used to pay for this attack, up to 20 damage.						
Rattata	40	●●●●●	●	●●●●●	●	C
Pokémon Power: Mischief-Making. You may use this power once during your turn. Select one of your prize cards and exchange it with the card on the top of your deck. ●●●●● Lighting Discharge. 10 damage. Flip a coin. If heads, does 10 more damage.						
Slowpoke	50	●●●●●	●	●●●●●	●	C
●●●●● Sunbathe. Search your deck for a Double Colorless Energy card and attach it to Slowpoke. ●●●●● Headbutt. 10 damage.						
Squirtle	50	●●●●●	●	●●●●●	●	C
●●●●● Shell-Attack. 20 damage.						
Voltorb	40	●●●●●	●	●●●●●	●	C
●●●●● Speedball. 20 damage.						
Zubat	40	●●●●●	●	●●●●●	●	C
●●●●● Hit. 10 damage. ●●●●● Bite. 20 damage.						

PROMO POWER



MR. MIME Weakness and resistance play a big part in the Pokémon game, but not so with the new Mr. Mime—his neutral damage pokémon power completely removes all weaknesses and resistances effects as long as Mime is on your bench. Now, you can play your favorite pokés—even single-colored decks—without fear of being stomped by their enemy colors.

●●●●● Knock Flying. 30 damage. Opponent must switch one of his benched Pokémon with the defending Pokémon after damage is dealt.	"Bad" Magnetron	60	●●●●●	●	●●●●●	H
Stage 1. Evolves from Magnemite. ●●●●● Sonic Boom. 20 damage (weakness and resistance do not apply). ●●●●● Magnetic Lines. 30 damage. Move one Basic Energy Card from the defending Pokémon to 1 of opponent's benched Pokémon.						
"Bad" Muk	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Grimer. Pokémon Power: Sticky Liquid. Your opponent's active Pokémon must discard two Energy cards in order to retreat. ●●●●● Sludge-Punch. 20 damage. Defending Pokémon is Poisoned.						
"Bad" Persian	60	●●●●●	●	●●●●●	●	C
Stage 1. Evolves from Meowth. ●●●●● Temptation. Flip a coin. If heads, switch the defending Pokémon with 1 of opponent's benched Pokémon. ●●●●● Poison Claws. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
"Bad" Primeape	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Mankey. Pokémon Power: Violence. When Primeape is Confused, its Rage attack does 30 additional damage. ●●●●● Rage. 40 damage. Primeape is Confused.						
"Bad" Rapidash	60	●●●●●	●	●●●●●	●	C
Stage 1. Evolves from Ponyta. ●●●●● Back-Kick. 20 damage. ●●●●● Column of Fire. 30 damage. You may discard one Fire Energy attached to Rapidash to do 10 damage to 1 of opponent's benched Pokémon.						
"Bad" Raticate	50	●●●●●	●	●●●●●	●	C
Stage 1. Evolves from Rattata. ●●●●● Gnaw. 20 damage. ●●●●● Killer Buckteeth. 50 damage. Flip a coin if tails, this attack does nothing.						
"Bad" Slowbro	60	●●●●●	●	●●●●●	●	H
Stage 1. Evolves from Slowpoke. Pokémon Power: Pull Up. Use this power only when Slowbro comes into play. Select up to two Pokémon or Evolved cards from your discard pile and add them to your hand. ●●●●● Whimsical Attack. 40 damage. Flip a coin. If tails, this attack does nothing.						
"Bad" Vaporeon	60	●●●●●	●	●●●●●	●	U
Stage 1. Evolves from Eevee. ●●●●● Bite. 30 damage. ●●●●● Sea Swirl. 20 damage. Select one Energy card attached to defending Pokémon and discard it.						
"Bad" Vileplume	60	●●●●●	●	●●●●●	●	H
Stage 2. Evolves from Gloom. Pokémon Power: Allergy Pollen. No player may use Trainer cards. ●●●●● Swirling Petals. Flip three coins. Does 30 damage times the number of heads. If there are more than two heads, Vileplume is confused.						
"Bad" Wartortle	60	●●●●●	●	●●●●●	●	U

●●●●● Wrap. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.	Drowzee	60	●●●●●	●	●●●●●	C
Pokémon Power: Rameto Hypnosis. You may use this power once per turn. Flip a coin. If heads, defending Pokémon Asleep; if tails, your active Pokémon is Asleep. ●●●●● Nightmare. 10 damage. Defending Pokémon is Asleep.						
Eevee	40	●●●●●	●	●●●●●	●	C
●●●●● Bodylam. 10 damage. ●●●●● Smokescreen. 10 damage. If defending Pokémon tries to attack next turn, opponent must flip a coin. If tails, the attack does nothing.						
Ekans	50	●●●●●	●	●●●●●	●	C
●●●●● Bite. 10 damage. ●●●●● Poison Fangs. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Grimer	40	●●●●●	●	●●●●●	●	C
●●●●● Poison Gas. Defending Pokémon is Poisoned. ●●●●● Sticky. 10 damage. Flip a coin. If heads, does 20 more damage and defending Pokémon is Paralyzed.						
Koffing	40	●●●●●	●	●●●●●	●	C
●●●●● Bodylam. 10 damage. ●●●●● Poison Gas. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Machop	50	●●●●●	●	●●●●●	●	C
●●●●● Punch. 20 damage. ●●●●● Kick. 30 damage.						
Magikarp	30	●●●●●	●	●●●●●	●	C
●●●●● Jump Around. 10 damage. ●●●●● Swimming Upstream. Search your deck for an Evolution of Magikarp and attach it to Magikarp.						
Magnemite	40	●●●●●	●	●●●●●	●	C
●●●●● Bodylam. 20 damage. ●●●●● Linear Magnetic Force. 10 damage. Does 10 more damage for each Magnemite, Magnetron and Bad Magnetron on your bench.						
Mankey	40	●●●●●	●	●●●●●	●	C
●●●●● Mischief. Shuffle your opponent's deck. ●●●●● Anger. 20 damage. Flip a coin. If heads, does 20 more damage.						
Meowth	40	●●●●●	●	●●●●●	●	C
●●●●● Gold Coin Toss. Flip a coin. If heads, does 20 damage to 1 of opponent's benched Pokémon.						
Oddish	50	●●●●●	●	●●●●●	●	C
●●●●● Sleeping Powder. Defending Pokémon is Asleep. ●●●●● Poison Powder. Defending Pokémon is Poisoned.						
Ponyta	50	●●●●●	●	●●●●●	●	C
●●●●● Spark. 30 damage. Discard one Fire Energy card attached to Ponyta to use this attack.						
Porygon	40	●●●●●	●	●●●●●	●	C
●●●●● Texture 1. Change the weakness of defending Pokémon to any color except colorless. Use effect ends if defending Pokémon retreats. ●●●●● Psychic Lightbeam. 20 damage. Flip a coin. If heads, defending Pokémon is confused.						
Psyduck	50	●●●●●	●	●●●●●	●	C

TEAM ROCKET TRAINERS

Fake Okiido's Revenge	U
Discard a card from your hand to force opponent to return all cards in his hand to his deck and shuffle. Opponent then draws four cards.	
Heere's the Rocket Patrol!	UR
Reveal all prize cards on both players' sides. Keep the cards visible until the games is over.	
Nighttime Garbage Collection	C
Select up to three Pokémon, Evolution, or Energy cards (except for special Energy cards) from your discard pile and shuffle them into your deck.	
Rocket Girl	H
Look at your opponent's hand. If there are any Trainer cards there, choose one and have your opponent shuffle it into his deck.	
Sleep! Sleep!	C
Flip a coin. If heads, defending Pokémon is Asleep.	
Spread the Sticky Gas	C
Until the end of your opponent's next turn, no Pokémon can use its Pokémon Power, and continuous effects go away as well.	
The Battle Zone is Cratered!	C
Both players take turns flipping a coin. The first player to flip tails must do 10 damage to his active Pokémon. You flip first.	
The Boss' Way	U
Search your deck for an "Bad" Evolution card and add it to your hand.	
Throwing Down the Gauntlet: The Challenge!	U
Ask your opponent if he will accept your challenge. If he does not accept, you may draw two cards. If he accepts, each player may search his deck for any number of basic Pokémon and put them face-down on his bench. Then reveal all basic Pokémon.	

TEAM ROCKET ENERGY

Fix Anything Combination Energy	C
Treat this card as a single Colorless Energy card. When you play this card from your hand cure the attached Pokémon from being Poisoned, Asleep, Paralyzed, or Confused.	
Rainbow Energy	H
Treat this card as a single Energy card of any color. When you play this card, it does 10 damage to the attached Pokémon.	
Wound Healing Combination Energy	C
Treat this card as a single Colorless Energy card. When you play this card, you may remove 1 damage counter from the attached Pokémon.	

GYM LEADERS #1 POKÉMON

Brock's Diglett	40	♦♦♦♦♦	♦	♦♦♦♦♦	♦	C
♦♦♦♦♦ Sneak Attack. 20 damage. Flip a coin. If tails, this attack does nothing. ♦♦♦♦♦ Mini-Earthquake. 40 damage. Does 10 damage to each of your benched Pokémon.						
Brock's Geodude	40	♦♦♦♦♦	♦	♦♦♦♦♦	♦	C
♦♦♦♦♦ Call for Help. Flip a coin. If heads, you may search your deck for any basic Brock's Pokémon and put it on your bench. ♦♦♦♦♦ Spiral Shot. 20 damage (resistance does not apply).						
Brock's Geodude	50	♦♦♦♦♦	♦	♦♦♦♦♦	♦	C
♦♦♦♦♦ Throw Stones. Flip three coins. Does 10 damage times the number of heads.						
Brock's Golbat	70	♦♦♦♦♦	♦	♦♦♦♦♦	♦	U
Stage 1. Evolves from Zubat. ♦♦♦♦♦ Speed Flight. 20 damage. ♦♦♦♦♦ Revolving Flight. 10 damage. Does 10 damage to all of opponent's benched Pokémon.						
Brock's Golem	90	♦♦♦♦♦	♦	♦♦♦♦♦	♦	R
♦♦♦♦♦ Rockslide. 20 damage. Does 10 damage each to up to 3 of opponent's benched Pokémon. ♦♦♦♦♦ Crash Land. 50 damage.						
Brock's Graveler	70	♦♦♦♦♦	♦	♦♦♦♦♦	♦	U
Stage 1. Evolves from Geodude. ♦♦♦♦♦ Body Slam. 20						

POKÉMON

Players Guide

NAME	TYPE	HP	WK	RES	RET	CR
<p>●●●●● Explode 50 damage. Does 10 damage to all benched Pokémon. Greaver takes 50 damage. If there are any Stadium cards in play, discard them.</p> <p>Brook's Lickitung ● 80 ●●●●● U</p> <p>●●●●● Tongue Slap. 20 damage. ●●●●● Slam Flip two coins. Does 30 damage times the number of heads.</p> <p>Brook's Mankey ● 40 ●●●●● C</p> <p>●●●●● Waste Time. Shuffle your deck. ●●●●● Karate Chop. Does 40 damage minus 10 damage for each damage counter on Mankey.</p> <p>Brook's Ninetales ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Vulpix. Pokémon Power: Transform. You may use this power once during your turn. Select any Evolved card from your hand and attach it to this Ninetales. During your turn you may also remove the attached Evolved card, discard it, and return to using this card as Brook's Ninetales. When Ninetales is Asleep, Paralyzed, or Confused, this power cannot be used, and the card reverts back to being Brook's Ninetales (any attached cards are discarded). ●●●●● Will O' Wisp. 30 damage.</p> <p>Brook's Onix ● 100 ●●●●● C</p> <p>●●●●● Growl. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●●●● Rock Drop. 30 damage.</p> <p>Brook's Primeape ● 70 ●●●●● U</p> <p>Stage 1. Evolves from Mankey. Pokémon Power: Run Away. When Primeape's remaining Hit Points are 10, return this card to your hand. ●●●●● Berserk. 60 damage. Primeape takes 20 damage. If there are any Stadium cards in play, discard them.</p> <p>Brook's Rhydon ● 80 ●●●●● H</p> <p>Stage 1. Evolves from Rhyhorn. Pokémon Power: Bench Guard. Each time one of your benched Pokémon would take damage, you may have Rhydon take 10 of that damage instead. ●●●●● Lariat. 70 damage. Flip a coin. If tails, this attack does nothing.</p> <p>Brook's Rhyhorn ● 70 ●●●●● C</p> <p>●●●●● Drill-Tackle. 70 damage. Flip two coins. If at least one is tails, this attack does nothing.</p> <p>Brook's Sandshrew ● 50 ●●●●● C</p> <p>●●●●● Sand Snell. 20 damage. The defending Pokémon cannot retreat next turn.</p> <p>Brook's Sandslash ● 70 ●●●●● U</p> <p>Stage 1. Evolves from Sandshrew. ●●●●● Speedster. 20 damage (weakness, resistance and Pokémon Powers and any other abilities do not apply). ●●●●● Thorn Ball. 30 damage. Flip a coin. If heads, defending Pokémon is Poisoned.</p> <p>Brook's Vulpix ● 40 ●●●●● C</p> <p>●●●●● Flame. 20 damage. ●●●●● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.</p> <p>Brook's Vulpix ● 50 ●●●●● U</p> <p>●●●●● Stare. Defending Pokémon is Asleep. ●●●●● Ring of Fire. 20 damage. Does 10 damage to 1 of opponent's benched Pokémon.</p> <p>Brook's Zubat ● 40 ●●●●● C</p> <p>●●●●● Wing Slap. 10 damage. ●●●●● Poison Fang. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.</p> <p>Erika's Bellsprout ● 40 ●●●●● U</p> <p>Pokémon Power: Nutrient Absorption. You may use this power once during your turn. Select up to two Grass Energy cards attached to Pokémon in your play area and attach them to Bellsprout. ●●●●● Vine Growth. Does 10 damage to 1 of opponent's benched Pokémon.</p> <p>Erika's Bellsprout ● 50 ●●●●● C</p> <p>●●●●● Wimpy Tackle. 20 damage. Bellsprout takes 10 damage.</p> <p>Erika's Bulbasaur ● 50 ●●●●● U</p> <p>●●●●● Sleepy Seeds. 10 damage. Defending Pokémon is Confused. ●●●●● Erand. Flip a coin. If heads, you may search your deck for a Trainer card and add it to your hand.</p> <p>Erika's Clefable ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Clefairy. ●●●●● Fairy Miracle. Flip a coin. If heads, select any number of your benched Pokémon and return them and any attached cards to your hand. ●●●●● Moon Impact. 30 damage.</p> <p>Erika's Clefairy ● 50 ●●●●● U</p> <p>●●●●● Moon Power. Flip a coin. If heads, search your deck for an Evolution card that can be played on one of your Pokémon and immediately play that Evolution. ●●●●● Moon</p>						

NAME	TYPE	HP	WK	RES	RET	CR
<p>Kick 20 damage</p> <p>Erika's Dragonair ● 80 ●●●●● H</p> <p>Stage 1. Evolves from Dratini. ●●●●● Blizzard. 30 damage. Flip a coin. If it heads, does 10 damage to all of your opponent's benched Pokémon. If tails does 10 damage to all of your benched Pokémon. ●●●●● Takeaway. Dragonair and defending Pokémon and all attached cards are shuffled into their respective decks.</p> <p>Erika's Dratini ● 40 ●●●●● U</p> <p>Pokémon Power: Mysterious Barrier. Any time Dratini would take 20 or more damage from a Basic Pokémon, that damage is reduced to 10. ●●●●● Tail-Poke. 10 damage. Flip a coin. If heads, does 20 more damage.</p> <p>Erika's Exeggutor ● 50 ●●●●● U</p> <p>●●●●● Reflector. Reduce by half all damage dealt to Exeggutor next turn. ●●●●● Eggbomb. 40 damage. Flip a coin. If tails removes all damage done to defending Pokémon and Exeggutor takes 20 damage.</p> <p>Erika's Exeggutor ● 70 ●●●●● U</p> <p>Stage 1. Evolves from Exeggute. ●●●●● Psycho-Exchange. Shuffle your hand into your deck and draw five new cards. ●●●●● Stamp. 30 damage. Flip a coin. If heads does 10 more damage.</p> <p>Erika's Bloom ● 80 ●●●●● U</p> <p>Stage 1. Evolves from Oddish. ●●●●● Healing Pollen. Flip a coin. If heads, remove four damage counters from Bloom. ●●●●● Miracle Pollen. 30 damage. Flip a coin. If heads, defending Pokémon becomes your choice of one of Asleep, Confused, Paralyzed or Poisoned.</p> <p>Erika's Jigglypuff ● 50 ●●●●● C</p> <p>●●●●● Massive Recovery. Remove one damage counter from each Pokémon in play on both sides. ●●●●● Gentle Punch. 40 damage. If defending Pokémon has any damage counters on it already, the damage from this attack is reduced by 30.</p> <p>Erika's Oddish ● 40 ●●●●● C</p> <p>●●●●● Weird Powder. 10 damage. Flip a coin. If heads, defending Pokémon is Confused. If tails, it is Asleep.</p> <p>Erika's Oddish ● 50 ●●●●● C</p> <p>●●●●● Slight Inhale. 10 damage. Remove one damage counter from Oddish. ●●●●● Sometime Inhale. 20 damage. Flip a coin. If heads, remove one damage counter from Oddish.</p> <p>Erika's Paras ● 50 ●●●●● C</p> <p>●●●●● Pinch. 10 damage. ●●●●● Dangerous Spores. Flip a coin. If heads, defending Pokémon is Poisoned and does 18 damage to all your opponent's benched Pokémon.</p> <p>Erika's Tangela ● 60 ●●●●● C</p>						

PROMO POWER



NAME	TYPE	HP	WK	RES	RET	CR
<p>●●●●● Lure and Dissolve 20 damage. Switch defending Pokémon with 1 of opponent's benched Pokémon before damage is dealt.</p> <p>Lt. Surge's Eevee ● 40 ●●●●● U</p> <p>●●●●● Surprise Look at a random card from opponent's deck, return it and shuffle. ●●●●● Scratch. 20 damage.</p> <p>Lt. Surge's Electabuzz ● 70 ●●●●● H</p> <p>●●●●● Electric Charge. If there are any Lightning Energy cards in your discard pile, select up to two of them and attach them to Electabuzz. ●●●●● Electric Discharge. Discard all Lightning Energy cards attached to Electabuzz. Flip coins equal to the number of Energy cards you just discarded. Does 30 damage times the number of heads.</p> <p>Lt. Surge's Fearow ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Spearow. ●●●●● Machine Gun Drill. Flip five coins. Does 10 damage times number of heads. ●●●●● Grab 30 damage. Defending Pokémon can't retreat next turn.</p> <p>Lt. Surge's Joltong ● 70 ●●●●● R</p> <p>●●●●● High Frequency Wave. 20 damage. Flip a coin. If heads, your opponent cannot play any Trainer cards next turn. ●●●●● Raging Thunder. 30 damage. Does 10 more damage times the number of damage counters on Joltong. Flip a coin. If tails, Joltong takes 30 damage.</p> <p>Lt. Surge's Magnetite ● 30 ●●●●● U</p> <p>●●●●● Destructive Electric Wave. 10 damage. Flip a coin. If heads, select one Energy card attached to defending Pokémon and discard it. ●●●●● Confusion Wave. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.</p> <p>Lt. Surge's Magnetite ● 40 ●●●●● C</p> <p>●●●●● Electroshock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ●●●●● Bodyslam. 20 damage.</p> <p>Lt. Surge's Magnetron ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Magnetite. Pokémon Power: Energy Charge. This power can only be used when Magnetron is your active Pokémon. Select number of Lightning Energy cards attached to any of your benched Pokémon and attach them to Magnetron. ●●●●● Megashock. 50 damage. Flip a coin. If tails, Magnetron takes 20 damage.</p> <p>Lt. Surge's Pikachu ● 40 ●●●●● C</p> <p>●●●●● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.</p> <p>Lt. Surge's Raticate ● 60 ●●●●● U</p> <p>Stage 1. Evolves from Rattata. ●●●●● Power-Gather. Next turn, Raticate's Sulfuric Tackle does twice its normal damage (including double damage to Raticate as well).</p>						

PORYGON Traditionally, Porygon has been the least powerful pokémon, but the vending machine version adds some pixels to his punch. Its 3D attack has the potential to do 30 damage with a single colorless energy, and its texture 2 power can alter its resistance to whatever type it needs to play tough against your opponent's active pokémon. Now, if only they did the same to Magikarp...

<p>●●●●● Suicide Tackle. 40 damage. Raticate takes 20 damage.</p> <p>Lt. Surge's Rattata ● 30 ●●●●● C</p> <p>●●●●● Power Gather. Next turn, Electric Discharge does twice its normal damage. ●●●●● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.</p> <p>Lt. Surge's Spearow ● 30 ●●●●● C</p> <p>●●●●● Drill-Bomb. 20 damage.</p> <p>Lt. Surge's Voltorb ● 40 ●●●●● C</p> <p>●●●●● Spinball. Flip a coin. Does 20 damage times the number of heads. ●●●●● Double Spin. Flip two coins. Does 20 damage times the number of heads.</p> <p>Misty's Dewong ● 80 ●●●●● U</p> <p>Stage 1. Evolves from Saal. ●●●●● Ice Stone. 20 damage. If defending Pokémon is a Fighting Pokémon, the damage of this attack is doubled. ●●●●● Charge. 60 damage.</p> <p>Misty's Golden ● 40 ●●●●● C</p>						
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NAME	TYPE	HP	WK	RES	RET	CR
<p>●●●●● Continuous Poke. Flip two coins. Does 10 damage times the number of heads. ●●●●● Supersonic Waves. Flip a coin. If heads, defending Pokémon is Confused.</p> <p>Misty's Golduck ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Psyduck. ●●●●● Extra Beam. 40 damage. Flip a coin. If tails, discard all Energy cards attached to Golduck. ●●●●● Super Destroy. Flip a coin. If heads, discard one Energy card attached to the defending Pokémon and one Energy card that is attached to each Benched Pokémon.</p> <p>Misty's Gyarados ● 100 ●●●●● H</p> <p>Stage 1. Evolves from Magikarp. Pokémon Power: Resistance. Flip two coins. If both are tails, shuffle Gyarados and any attached cards to your deck. This power can be used even if Gyarados is Confused. ●●●●● Hydro-Crash. 70 damage.</p> <p>Misty's Horsesa ● 40 ●●●●● C</p> <p>●●●●● Body Slam. 10 damage. ●●●●● Smokescreen. 20 damage. If defending Pokémon attacks next turn, opponent must flip a coin. If tails the attack does nothing.</p> <p>Misty's Horsesa ● 50 ●●●●● C</p> <p>●●●●● Ink Spray. 20 damage. Flip a coin. If heads, your opponent must flip a coin every time defending Pokémon attacks. If tails, the attack does nothing. This lasts until defending Pokémon retreats.</p> <p>Misty's Magikarp ● 30 ●●●●● C</p> <p>●●●●● Playing Dead. Flip a coin. If heads, prevent all effects of attacks including damage, done to Magikarp next turn. ●●●●● Flip 10 damage.</p> <p>Misty's Poliwh ● 50 ●●●●● C</p> <p>●●●●● Bubbles. 20 damage. Flip a coin. If tails, you cannot use this attack next turn. ●●●●● Forget. Choose one of defending Pokémon's attacks. Your opponent cannot use that attack next turn.</p> <p>Misty's Poliwhirl ● 70 ●●●●● U</p> <p>Stage 1. Evolves from Poliwhop. ●●●●● Whirlpool of Destruction. 20 damage. Flip a coin. If heads, discard 1 Energy card attached to defending Pokémon. ●●●●● Water Punch. 30 damage. Flip a number of coins equal to the number of Water Energy cards attached to Poliwhirl. Does 10 more damage times the number of heads.</p> <p>Misty's Psyduck ● 80 ●●●●● C</p> <p>●●●●● Psychic Ability. Flip three coins. If there is one heads, draw a card. If there are two heads, does 20 damage to defending Pokémon. If there are three heads, copy 1 of defending Pokémon's attacks, disregarding Energy requirements.</p> <p>Misty's Seadra ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Horsea. ●●●●● Tail Whip. 20 damage. ●●●●● Knock-Out-Needle. 30 damage. Flip two coins. If both are heads does 60 more damage.</p> <p>Misty's Seel ● 50 ●●●●● C</p> <p>●●●●● Iceburn. 10 damage. Defending Pokémon cannot retreat next turn. ●●●●● Mirage. 10 damage. If defending Pokémon attacks next turn, opponent must flip a coin. If tails, the attack does nothing.</p> <p>Misty's Staryu ● 40 ●●●●● C</p> <p>●●●●● Star Boomerang. 20 damage. Flip a coin. If heads, return Staryu and all cards attached to it to your hand.</p> <p>Misty's Tentacool ● 50 ●●●●● U</p> <p>●●●●● Crystal Beam. 20 damage. Flip a coin. If heads, defending Pokémon cannot attach any Energy cards next turn.</p> <p>Misty's Tentacool ● 70 ●●●●● H</p> <p>Stage 1. Evolves from Tentacool. Pokémon Power: Rush In. Use only when Tentacool is the defending Pokémon. Before damage is dealt, switch Tentacool with 1 of your benched Pokémon. ●●●●● Jellyfish Poison. 30 damage. Flip a coin. If heads, defendng Pokémon is Poisoned. If tails, it is Confused.</p> <p>Team Rocket's Hitmonchan ● 60 ●●●●● H</p> <p>●●●●● Cross-Counter. If defending Pokémon damages Hitmonchan next turn, defending Pokémon receives damage equal to twice the amount that it dealt. ●●●●● Magnum Punch. 50 damage.</p> <p>Team Rocket's Moltres ● 80 ●●●●● H</p> <p>Pokémon Power: Phoenix. This power can only be used when Moltres is Knocked Out. Return Moltres from your discard pile to your hand. ●●●●● Wall of Flame. 40 damage. If Moltres takes damage next turn, the attacking Pokémon takes 10 damage as well.</p> <p>Team Rocket's Scyther ● 80 ●●●●● H</p> <p>●●●●● Shadow-Self. If Scyther receives damage next turn, opponent must flip a coin. If tails, Scyther takes no damage; if heads any damage counters Scyther receives are discarded when it retreats. ●●●●● High Speed Scythe. 40 damage.</p>						

GYM LEADERS #1 TRAINERS

Brook R
Remove one damage counter from each of your Pokémon.

POKÉ FACT Of the original 151 pokémon, grass has the most individual pokémon with 38. Second place belongs to the 29 water pokés. Last place is claimed by Pikachu and his lightning buddies with a lowly nine.

KEY

C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED

● COLORLESS ● FIGHTING ● FIRE ● GRASS ● LIGHTNING ● PSYCHIC ● WATER						
CR Card Rarity	RES Resistance	TYPE Energy Type				
HP Hit Points	RET Retreat	WK Weakness				

NAME	TYPE	HP	WK	RES	RET	CR
Brook's Method of Raising	U					
Search your deck for a basic Brock's Pokémon and add it to your hand.						
Brock's Protection	R					
This Trainer can only be attached to a Brock's Pokémon. Energy cards attached to the Pokémon cannot be discarded by opponent's attacks or by this Trainer cards. This card remains in play until the Pokémon leaves play.						
Confusion Gym	R					
Stadium: Whenever either player plays a Trainer card (other than a Stadium card), that player must flip a coin. If tails, the played cannot use the Trainer, and his opponent can use it instead as long as it does not have to be attached to a Pokémon.						
Energy Circulation	C					
Choose any number of Basic Energy cards attached to your Pokémon and return them to your hand.						
Erika	R					
You and your opponent may draw up to three cards.						
Erika's Compassion	R					
Remove two damage counters from each Pokémon in play on both sides.						
Erika's Maids	U					
Shuffle two cards from your hand into your deck to search your deck for two Erika's Pokémon and add them to your hand.						
Erika's Perfume	U					
Look at your opponent's hand. You may choose any number of Basic Pokémon from his hand and put them on his bench, as long as there is room.						
Graceful Attack	R					
Attach Graceful Attack to your active Pokémon. Whenever that Pokémon damages defending Pokémon, you may reduce the damage by any amount. If it is still in play, return Graceful Attack to your hand at end of opponent's turn.						
Hamada City Gym	U					
Stadium: All Misty's Pokémon cost one less Energy to retreat.						
Kuchiba City Gym	U					
Stadium: Whenever either player's active Pokémon deals damage to the defending Pokémon, that player may flip a coin. If heads, the attack does 10 more damage. If tails the attacking Pokémon takes 10 damage.						
LT Surge	R					
Return your active Pokémon to your bench and replace it with a basic Pokémon from your hand.						
LT Surge's Negotiations	U					
Your opponent chooses one: Either both you and your opponent draw a card from your respective prize pile or you draw a card from your deck.						
LT Surge's Secret Plot	R					
Choose any card from your hand and place it on your bench face-down, even if it is not a basic Pokémon. As long as the card is face-down, treat it as a basic Pokémon. You may flip it face up whenever you wish during your turn. When you use its attack, Pokémon power, have it evolve or treat or when it receives damage or effects, you must flip the card face-up. If it is not a basic Pokémon discard all cards attached to it.						
Make You Remember	U					
If your active Pokémon is an Evolution, you may have it use one of the attacks it had before it evolved this turn.						
Manners	U					
Play only when you do not have any basic Pokémon in your hand. Show your hand to your opponent. Search your deck for any basic Pokémon and add it to your hand.						
Misty	R					
Discard two cards to attach this card to have your Misty's Pokémon deal an additional 20 damage to the defending Pokémon this turn.						
Misty's Battle	C					
Play rock-paper-scissors with your opponent. The winner returns all cards in his hand to his deck, shuffles and draws five cards.						
Misty's Pleading	R					
Look at any card in your prize pile then have opponent choose: Either exchange the card you looked at with one of the cards in your hand or draw a card from your deck.						
Misty's Rage	U					
Look at the top seven cards from your deck. Put two into your hand and discard the rest.						
Misty's Teardrop	C					
Discard a card from your hand to search your deck for two Water Energy cards and add them to your hand.						
Nibi City Gym	U					
Stadium: Damage done by Brock's Pokémon is not affected by Resistance.						
Resistance-Lowering Gym	R					
Stadium: The resistance of all Pokémon is reduced by 20. (For example, a resistance of 30 becomes 10.)						
Spy Attack	U					
Look at your opponent's hand. Discard any number of cards from your own hand and draw that many cards.						
Tamamuchi City Gym	U					
Stadium: During either player's turn, the active player may						

NAME	TYPE	HP	WK	RES	RET	CR
discard an Energy card attached to one of his Erika's Pokémon to cure that Pokémon from being Poisoned, Asleep, Paralyzed or Confused.						
Team Rocket's Training Gym	R					
Stadium: The retreat cost of all Pokémon is increased by one.						
Team Rocket's Trap	H					
Flip a coin. If heads, take three random cards from opponent's hand without looking at them and shuffle them into his deck.						
Tiny Gym	C					
Stadium: The maximum number of Pokémon either player can have on his bench is now four. If either player has five Pokémon on his bench that player must return one of his benched Pokémon and any cards attached to it to his hand.						
Unremovable Gym	R					
Stadium: Neither player can play an Energy Removal or Super Energy Removal card unless he first discards two						

PROMO POWER

ARTICUNO: Are you tired of guys like Hitmonlee and Mag-neton blowing up pokémon on your bench? Enter Articuno's aurora veil pokémon power and its ability to prevent all damage and effects targeting your bench. All you have to do is retreat your damaged active pokémon and it'll be safe and sound till you have need for it again.

cards from his hand.						
GYM LEADERS #2 POKEMON						
Blaine's Arcanine	90	●●●●	●●●●	●●●●	●●●●	H
Stage 1. Evolves from Growlithe. ●●●● Heat Tackle. 40 damage. Arcanine takes 10 damage. ●●●● 120 damage. First turn, Discard three Fire Energy cards attached to Arcanine to use this attack.						
Blaine's Charizard	100	●●●●	●●●●	●●●●	●●●●	H
Stage 2. Evolves from Charmeleon. ●●●● Fire Breath. 20 damage. Discard all additional Fire Energy cards attached to Charizard. Does 20 more damage for each Energy discarded. ●●●● Blaze Fry. Flip a coin. If heads, does 40 damage to any 1 of opponent's Pokémon.						
Blaine's Charmander	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Mirror Move. Discard 1 Energy card attached to Charmander to choose and discard 1 Energy attached to defending Pokémon. ●●●● Tear. 20 damage.						
Blaine's Charmeleon	70	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from Charmander. ●●●● Fire Nail. 30 damage. ●●●● Burn Down. Flip 3 coins. Discard 1 Fire Energy card for every heads or this attack does nothing. Does 10 damage times the number of heads to each of opponent's Pokémon.						
Blaine's Doduo	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Kick. 20 damage. ●●●● Revenge. Does 10 damage times the number of damage counters on Doduo.						
Blaine's Growlithe	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Wide Burn. 20 damage. Does 10 damage to all of opponent's benched Grass Pokémon.						
Blaine's Kangaskhan	80	●●●●	●●●●	●●●●	●●●●	U
●●●● Kid Punch. 10 damage. Flip a coin. If tails, this attack does nothing. ●●●● Parent And Kid Punch. 30 damage. Flip a coin. If heads, does 10 more damage.						
Blaine's Magmar	60	●●●●	●●●●	●●●●	●●●●	U
●●●● Blow Fire. 10 damage. Flip a coin. If heads, does 10 more damage. ●●●● Spout Magma. Discard the top five cards from your deck. Does 20 damage times the number of Fire Energy cards discarded.						
Blaine's Mankey	40	●●●●	●●●●	●●●●	●●●●	C
Pokémon Power: Bad Mischief. Flip a coin. If heads, select one card from opponent's discard pile and place it on top of his deck. ●●●● Random Scratch. Flip three coins. Does 10 damage times the number of heads.						
Blaine's Moltres	80	●●●●	●●●●	●●●●	●●●●	H
●●●● Phoenix. 80 damage. Flip a coin. If tails, shuffle Moltres and all attached cards into your deck after damage is dealt.						
Blaine's Ninetales	90	●●●●	●●●●	●●●●	●●●●	H
Stage 1. Evolves from Vulpix. Pokémon Power: Recover by						

NAME	TYPE	HP	WK	RES	RET	CR
Fire. Remove a damage counter from Ninetails whenever you attach a Fire Energy card to it. ●●●● Scratch. 50 damage. Flip a coin. If tails, discard all Fire Energy cards attached to Ninetails.						
Blaine's Ponyta	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Kick and Run Away. 20 damage. Flip a coin. If heads, switch Ponyta with one of your benched Pokémon.						
Blaine's Rapidash	70	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from Ponyta. ●●●● Fire Mane. 20 damage. ●●●● Triple. 30 damage. Flip a coin. If heads, does 10 more damage to defending Pokémon and 10 damage to all opponent's Benched Pokémon.						
Blaine's Rhyhorn	80	●●●●	●●●●	●●●●	●●●●	C
●●●● Horn Attack. 30 damage. Flip a coin. If tails, this attack does nothing. ●●●● Run Through. 20 damage. Flip a coin. If heads, does 20 damage to one of your opponent's benched Pokémon.						
Blaine's Tauros	70	●●●●	●●●●	●●●●	●●●●	C
●●●● Three Tails. Flip three coins. Does 10 damage times						

NAME	TYPE	HP	WK	RES	RET	CR
Around. Flip three coins. Does 10 damage times the number of heads.						
Giovanni's Mewtwo	40	●●●●	●●●●	●●●●	●●●●	U
●●●● Pretend to Heal. Flip a coin. If heads, look at the top card of your opponent's deck. If it is a Trainer card, discard it. Otherwise, opponent adds it to his hand. ●●●● Double Scratch. Flip 2 coins. Does 20 damage times the number of heads.						
Giovanni's Mewtwo	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Cat Fies. Flip a coin. If heads, defending Pokémon is Confused. ●●●● Cat Kick. 30 damage.						
Giovanni's Nidoking	120	●●●●	●●●●	●●●●	●●●●	H
Stage 2. Evolves from Nidorina. ●●●● Threaten. If defending Pokémon has a maximum hit points less than 50, its attacks have no effect as long as Giovanni's Nidoking is active. ●●●● Rolling Attack. 40 damage. Flip a coin. If heads, does 30 more damage.						
Giovanni's Nidoqueen	100	●●●●	●●●●	●●●●	●●●●	H
Stage 2. Evolves from Nidorina. ●●●● Megaton Kick. 40 damage. ●●●● Love Lariat. 50 damage. If Nidoking is on your bench, does 100 damage. Flip a coin. If tails, this attack does nothing.						
Giovanni's Nidoran	40	●●●●	●●●●	●●●●	●●●●	C
Male ●●●● Double Kick. Flip 2 coins. Does 10 damage times the number of heads. ●●●● One Blow of Anger. 30 damage. If Nidoran has less than three damage counters, this attack does nothing.						
Giovanni's Nidoran	50	●●●●	●●●●	●●●●	●●●●	C
Female ●●●● Thrust. 20 damage. Flip a coin. If tails, this attack does nothing. ●●●● Desperation Tackle. 30 damage. Nidoran takes 20 damage.						
Giovanni's Nidorina	80	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from Nidoran. ●●●● Poison Needle Tackle. 30 damage. Nidoran takes 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ●●●● Lean on. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Giovanni's Nidorino	70	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from male Nidoran. ●●●● Horn Scoop. 20 damage. If defending Pokémon has any damage counters on it, does 20 more damage.						
Giovanni's Persian	80	●●●●	●●●●	●●●●	●●●●	H
Stage 1. Evolves from Mewtwo Pokémon Power: Call Boss. Search your deck for a Giovanni's Pokémon and add it to your hand. Only use this power when bringing Giovanni's Persian into play. ●●●● Cat Attack. 20 damage. Flip a coin. If heads, does 20 more damage.						
Giovanni's Pinsir	70	●●●●	●●●●	●●●●	●●●●	H
●●●● Spiritual Pinch. 10 damage. Flip a coin. If heads, does 20 more damage. ●●●● Throw Behind. 40 damage. Flip a coin. If tails, does 20 damage to one of your benched Pokémon.						
Imakuni's Doduo	50	●●●●	●●●●	●●●●	●●●●	UR
Pokémon Power: Retreat. When Doduo retreats, throw this card because Doduo is running away. Throw it horizontally with a wrist snap for the best distance. ●●●● Make Harmony 30 damage. You must sing to use this power. After you've finished, does 30 more damage.						
Koga's Arbok	90	●●●●	●●●●	●●●●	●●●●	H
Stage 1. Evolves from Ekans. ●●●● Store Up Poison. Arbok is Poisoned. ●●●● Poison Power. 20 damage. If Arbok is Poisoned, does 40 more damage and defending Pokémon is Poisoned.						
Koga's Beedrill	80	●●●●	●●●●	●●●●	●●●●	H
Stage 2. Evolves from Kakuna. ●●●● Nerve Poison. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned and Paralyzed. ●●●● Assassin's Needle. 70 damage. Flip a coin. If tails, this attack does nothing. Either way, this attack can't be used again.						
Koga's Ditto	40	●●●●	●●●●	●●●●	●●●●	H
●●●● Grow Gigantic. Flip a coin. If heads, this Pokémon now has 80 hit points. ●●●● Slap. 10 damage. If the Grow Gigantic power has been used successfully, does an additional 20 damage.						
Koga's Ekans	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Sudden Poison. 10 damage. Flip 2 coins. If both are heads, defending Pokémon is Poisoned and Confused.						
Koga's Golbat	80	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from Zubat. ●●●● Bite. 20 damage. ●●●● Tentacle Scurfew. 30 damage. Flip a coin. If heads, defending Pokémon is Confused.						
Koga's Grimer	50	●●●●	●●●●	●●●●	●●●●	C
●●●● Throw Sludge. 20 damage.						
Koga's Kakuna	60	●●●●	●●●●	●●●●	●●●●	U
Stage 1. Evolves from Weeble. Pokémon Power: Metamorphose. Use once during your turn. Flip a coin. If heads, search your deck for a Koga's Beedrill and play it on Koga's Kakuna to evolve it. ●●●● Poison Liquid. Flip a coin. If heads, defending Pokémon is Poisoned. Poison does 20 damage to the defending Pokémon at the end of the turn instead of 10.						
Koga's Koffing	40	●●●●	●●●●	●●●●	●●●●	C
●●●● Smelly Gas. 10 damage. Flip a coin. If heads, does 10 damage to all benched Pokémon.						
Koga's Koffing	50	●●●●	●●●●	●●●●	●●●●	U
●●●● Smokescreen. 10 damage. If defending Pokémon						

POKEMON

Players Guide

NAME	TYPE	HP	WK	RES	RET	CR
attacks next turn, opponent must flip a coin. If tails, the attack does nothing. ●●● Disappearance Gas. 30 damage. After damaging defending Pokémon, flip a coin. If heads, return this card and all cards attached to it to your deck.						
Koga's Muk	●●●●	80	●	●●●●	H	
Stage 1 Evolves from Grimer. Pokémon Power: Drip Power Liquid. When Muk takes damage or is knocked out, flip a coin. If heads, choose and discard one Energy card from opponent's active Pokémon. ●●●● Swirl of Sludge. 40 damage.						
Koga's Pidgeotto	●●●●	60	●●●●	H		
Stage 1 Evolves from Pidgey. ●●●● Quick Turn. Flip 2 coins. Does 30 damage times the number of heads. ●●●● High Speed Fly. 10 damage. Flip a coin. If heads, does 30 more damage, and prevent all effects, including damage, of attacks on Pidgeotto next turn.						
Koga's Pidgey	●●●●	40	●●●●	U		
●●●● Orderly Attack. Return your active Pokémon and all attached cards to your deck. Search your deck for any Pokémon (except Pidgey) and add it to your hand. ●●●● Wing Hit. 20 damage.						
Koga's Pidgey	●●●●	50	●●●●	C		
●●●● Claw. 10 damage. ●●●● Sprinkle Sand. 20 damage. If defending Pokémon attacks next turn opponent must flip a coin. If tails, the attack does nothing.						
Koga's Tangela	●●●●	50	●●●●	C		
●●●● Sleeping Powder. 10 damage. Defending Pokémon is Asleep. ●●●● Search By Vine. Flip a coin. If heads, draw two cards.						
Koga's Weedle	●●●●	40	●●●●	C		
●●●● Privy Stab. 10 damage. ●●●● Dangerous Needle. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. If tails, defending Pokémon is Paralyzed.						
Koga's Weezing	●●●●	70	●●●●	U		
Stage 1 Evolves from Koffing. ●●●● Sudden Explosion. 10 damage. Flip a coin. If heads, does 30 more damage to both Weezing and the defending Pokémon. ●●●● Poison Gas. Flip a coin. If heads, defending Pokémon is Poisoned. The poison does 20 damage instead of 10.						
Koga's Zubat	●●●●	40	●●●●	C		
●●●● Attack by Crowd. Does 10 damage for each Zubat in play. Before dealing damage, you may search your deck for any number of Koga's Zubats and put them onto your bench.						
LT. Surge's Raichu	●●●●	80	●●●●	H		
Stage 1 Evolves from Pikachu. ●●●● Baribari. 20 damage. Flip a coin. If heads, does 30 more damage. Discard all Lightning Energy cards attached to Raichu. ●●●● Electric Tackle. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, Raichu takes 20 damage.						
Misty's Polyrath	●●●●	90	●●●●	H		
Stage 2 Evolves from Poliwhirl. ●●●● Water Ring. 30 damage. Does 10 damage to all benched, non Water Pokémon.						
Sabrina's Abra	●●●●	90	●●●●	C		
●●●● Energy Loop. 20 damage. You must return 1 Psychic Energy card from Abra to your hand to use this attack.						
Sabrina's Alakazam	●●●●	80	●●●●	H		
Stage 2 Evolves from Kadabra. Pokémon Power: Psycholink. When attacking Alakazam may duplicate the attack of any Psychic Pokémon in play. ●●●● Megaburn. 60 damage. You cannot use Megaburn next turn.						
Sabrina's Drowzee	●●●●	50	●●●●	C		
●●●● Hypnotize. Flip a coin. If heads, defending Pokémon cannot attack or use any of its powers next turn.						
Sabrina's Gastly	●●●●	40	●●●●	U		
Pokémon Power: Gas Body. Gastly's maximum hit points increase by 10 times the number of Psychic Energy cards attached to it. This power works even when Gastly is Asleep, Paralyzed or Confused. ●●●● Enveloped by Gas. 30 damage.						
Sabrina's Gengar	●●●●	80	●●●●	H		
Stage 2 Evolves from Haunter. ●●●● Amplify. Does 10 damage to all opposing Pokémon that have damage counters on them. ●●●● Voice of Darkness. 40 damage. If defending Pokémon was not knocked out by this attack, flip two coins. If both are heads, defending Pokémon is returned to opponent's deck.						
Sabrina's Golduck	●●●●	70	●●●●	H		
Stage 1 Evolves from Psyduck. ●●●● Damage Shift.						

NAME	TYPE	HP	WK	RES	RET	CR
Move 1 damage counter from Golduck to defending Pokémon. ●●●● Water Shot. 20 damage. Flip a coin. If heads, does an 20 more damage.						
Sabrina's Haunter	●●●●	50	●●●●	U		
Stage 1 Evolves from Gastly. ●●●● Night Spirits. Flip as many coins as you have Sabrina's Gastly/Haunter/Gengar in play. Does 30 damage times the number of heads.						
Sabrina's Hypno	●●●●	70	●●●●	U		
Stage 1 Evolves from Drowzee. ●●●● Bring Back to Life. Choose one basic Pokémon from your opponent's discard pile and add it to its owner's bench with damage counters equal to half its maximum number of hit points. ●●●● Curse of the Pendulum. Flip coins equal to the number of damage counters on defending Pokémon. Does 20 damage times the number of heads.						
Sabrina's Jynx	●●●●	60	●●●●	J		
●●●● Good Dead. Choose one of your opponent's Pokémon and remove as many damage counters as you like. Draw a card for each damage counter removed. ●●●● Cling. 20 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn.						
Sabrina's Kadabra	●●●●	70	●●●●	U		
Stage 1 Evolves from Abra. ●●●● Life Down. Flip a coin. If heads, does damage to defending Pokémon equal to its remaining hit points minus 10. ●●●● Psychoshot. 30 damage.						
Sabrina's Mr. Mime	●●●●	50	●●●●	C		
●●●● Magic Trick. Choose up to three cards in your hand and place them back in your deck. For each chosen card, search your deck for a basic Energy card and add it to your hand. ●●●● Stag On The Cheek. 20 damage.						
Sabrina's Porygon	●●●●	40	●●●●	C		
●●●● Sharp. 10 damage. ●●●● Barrier Attack. 20 damage.						
Sabrina's Psyduck	●●●●	50	●●●●	C		
●●●● Scratch. 10 damage. ●●●● Annoying Mind Power. 20 damage. Flip a coin. If heads, defending Pokémon is Confused. If tails, defending Pokémon takes no damage and Psyduck is Confused.						
Sabrina's Slowbro	●●●●	70	●●●●	U		
Stage 1 Evolves from Slowpoke. ●●●● Doze. Flip a coin. If heads, remove 30 damage from Slowbro, and Slowbro is Asleep. ●●●● Spinal Head Stab. 40 damage. You cannot use this attack next turn.						
Sabrina's Slowpoke	●●●●	50	●●●●	C		
●●●● Lazy Attack. 30 damage. Slowpoke falls Asleep after damaging the defending Pokémon.						
Sabrina's Venomoth	●●●●	60	●●●●	H		
Stage 1 Evolves from Venonat. ●●●● Wing Powder.						

PROMO POWER



HAUNTER: The evolution of Gastly is armed with a potent poltergeist power that can devastate a trainer-heavy opponent. You get to look at your opponent's hand and deal 10 damage times the number of trainer cards there. No more Professor Oaking for your opponent, unless he wants to pay the price by taking serious damage up front or wasting all his trainers so they don't sit in his hand.

Recovery Flip three coins. For each heads, remove a damage counter from Venomoth and each of your benched Pokémon. ●●●● Hallucinatory Soundwave. 10 damage. Flip two coins. If either is heads, defending Pokémon is Confused.

Sabrina's Venonat ●●●● 40 ●●●● C

●●●● Poison Antenna. Defending Pokémon is Poisoned. ●●●● Destructive Beam. 20 damage. Flip a coin. If heads, choose and discard 1 Energy card attached to defending Pokémon.

Team Rocket's Mewtwo ●●●● 70 ●●●● H

●●●● Change Damage. Flip a coin. If heads, switch a damage counters on Mewtwo with defending Pokémon. ●●●● Wave Motion. 20 damage. Flip a coin. If heads, defending Pokémon is Asleep. ●●●● Psycho Burn. 60 damage.

Team Rocket's Snorlax ●●●● 90 ●●●● H

Pokémon Power: Restless Sleep. If Snorlax is attacked

the end of the next turn.

Koga ●●●● R

If any of your Koga's Pokémon take damage from your opponent's active Pokémon this turn, the active Pokémon is Poisoned.

Koga's Secret Transformation ●●●● U

Attach this trainer to your active Koga's Pokémon. Whenever it attacks, you may switch it with a benched Pokémon (damage and effects take place after the exchange). If it becomes benched, discard this card.

Rocket Teammate ●●●● U

Flip two coins. If both are heads, choose one of your opponent's benched Pokémon and return it to its hand, along with its attached cards if you get any result other than two heads, your turn ends immediately.

Sabrina ●●●● R

Choose 1 Sabrina Pokémon on your Bench. Move all Energy cards attached to that Pokémon to another Sabrina

NAME	TYPE	HP	WK	RES	RET	CR
Pokémon on your Bench.						
Sabrina's ESP	●●●●			U		
Attach this card to one of your Sabrina's Pokémon. At the end of your turn, discard this card. If this Pokémon attacks and the power requires you to flip one or more coins, flip one additional coin.						
Sabrina's Eye	●●●●			C		
Each player counts the number of cards in his hand, then returns them to his deck. Each player shuffles his deck and then draws a number of cards equal to the amount they previously had in their hand.						
Sabrina's Psychic Control	●●●●			U		
Flip a coin. If heads, choose a trainer from your opponent's discard pile and use it. You can't choose a trainer that attaches to a Pokémon or otherwise goes into play, nor can you select one which you can't immediately use.						
Sabichiro City Gym	●●●●			U		
Stadium. On each player's turn, he may flip a coin. If heads, he selects a Koga's Pokémon in play and returns it and all attached cards to its controller's deck.						
Team Rocket's Experiment	●●●●			U		
Flip a coin. If heads, choose any card from your deck and add it to your hand. If tails, you can't use a trainer card until the end of your next turn.						
Team Rocket's Explosive Gym	●●●●			U		
Whenever a basic Pokémon comes into play, its controller flips a coin. If tails, that Pokémon takes 20 damage. This card is discarded when another Stadium enters play.						
Tickle Machine	●●●●			U		
Flip a coin. If heads, your opponent places his hand face down on the table. He can't look at or use those cards until the beginning of his next turn.						
Tokuwa City Gym	●●●●			R		
Stadium. When either player evolves a Giovanni Pokémon, he removes two damage counters from that Pokémon.						
Warp Point	●●●●			C		
Each player chooses one of his benched Pokémon and switches it with his active Pokémon.						
Yamabuki City Gym	●●●●			U		
Stadium. During each player's turn, that player may return an Energy card attached to one of his Sabrina Pokémon to his hand.						

GYM LEADERS DECKS #1-6 POKÉMON

These are the cards that are only available in the fixed Gym Leaders decks. The rarity column designates which deck the card is found in.


Blaine's Arcanine	●●●●	90	●●●●	F5		
Stage 1 Evolves from Growlithe. ●●●● Heat Tackle. 40 damage. Arcanine takes 10. ●●●● Firestorm. 120 damage. You must discard three Fire Energy cards attached to Arcanine to use this attack.						
Blaine's Charmander	●●●●	50	●●●●	F5		
●●●● Fire Tail. 20 damage. Flip a coin. If it tails, discard 1 Fire Energy card attached to Charmander.						
Blaine's Dodrio	●●●●	70	●●●●	F5		
Stage 1 Evolves from Doduo. ●●●● Power Yell. 50 damage. Flip a coin. If tails, this attack does nothing.						
Blaine's Doduo	●●●●	50	●●●●	F5		
●●●● Kick. 20 damage. Flip a coin. If tails, this attack does nothing. ●●●● Revenge. Does 10 damage times the number of damage counters on Doduo.						
Blaine's Growlithe	●●●●	50	●●●●	F5		
●●●● Shaking Off. 10 damage. ●●●● Fire Does 30 damage. Growlithe takes 10 damage.						
Blaine's Growlithe	●●●●	60	●●●●	F5		
●●●● Give. Search your deck for a Fire Energy card and attach it to Growlithe. ●●●● Bearing Down. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.						
Blaine's Magmar	●●●●	60	●●●●	F5		
●●●● Firebreath. 10 damage. Flip a coin. If heads, does 10 more damage. ●●●● Magma. Discard 5 cards from the top of your deck. Does 20 damage times the number of Fire Energy cards discarded.						
Blaine's Ninetales	●●●●	60	●●●●	F5		
Stage 1 Evolves from Vulpix. Pokémon Power: Blaze Recovery. Use once per turn during your turn. For each Fire Energy card attached to Ninetales, remove one damage from Ninetales. ●●●● Burning Heat. 50 damage. Flip a coin. If tails, discard all Fire Energy cards attached to Ninetales.						
Blaine's Ponyta	●●●●	40	●●●●	F5		
●●●● Quick Attack. 20 damage. Flip a coin. If heads, prevent all damage from attacks to Ponyta next turn.						
Blaine's Ponyta	●●●●	50	●●●●	F5		
●●●● Kick Away. 20 damage. Flip a coin. If heads, choose one of your benched Pokémon and exchange it with Ponyta.						

POKE FACT Of course, you'd expect Pikachu to have the most different versions, and he does indeed reign supreme with 13. But does anyone else challenge the little rat? Yep, Mewtwo and, surprisingly, Vulpix each have eight different versions.

KEY		C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED			
●	COLORLESS	●	FIGHTING	●	FIRE
●	GRASS	●	LIGHTNING	●	PSYCHIC
●	WATER				
CR	Card Rarity	RES	Resistance	TYPE Energy Type	
HP	Hit Points	RET	Retreat	WK Weakness	

NAME	TYPE	HP	WK	RES	RET	CR
Blaine's Rapidash 70 7 F5						
Stage 1. Evolves from Ponyta. ● Flare. 20 damage. ● ● ● Stamping Crush. 30 damage. Flip a coin. If heads, does 10 damage to 1 of opponent's benched Pokémon						
Blaine's Vulpix 50 7 F5						
● Bite. 10 damage. ● Gathering. Flip three coins. For each heads, return 1 Fire Energy card in your discard pile to your hand.						
Blaine's Vulpix 40 7 F5						
Pokémon Power: Natural Healing. Use once per turn during your turn. Remove one damage counter from Vulpix. ● ● ● Misleading Tail. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.						
Brock's Geodude 50 7 F1						
● Bodyslam. 10 damage ● Longshot. Flip a coin. If heads, does 30 damage to 1 of opponent's benched Pokémon.						
Brock's Graveler 70 7 F1						
Stage 1. Evolves from Geodude. ● ● ● Throw Rocks. Flip three coins. Does 20 damage times the number of heads.						
Brock's Monkey 40 7 F1						
● Tease. Select one of your opponent's benched Pokémon and switch it with defending Pokémon. ● Flying Kick. 10 damage.						
Brock's Onix 70 7 F1						
● Construct. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● ● ● Underground Movement. Select up to two of your opponent's Benched Pokémon, and do 20 damage to each. Onix cannot use this attack next turn.						
Brock's Rhyhorn 80 7 F1						
● ● Horn-Throw. 20 damage. Opponent must switch defending Pokémon with 1 of his benched Pokémon after damage is dealt. ● ● ● Charge. 40 damage. Rhyhorn takes 10 damage.						
Brock's Sandshrew 40 7 F1						
● Curl Up. Flip a coin. If heads, Sandshrew receives no damage next turn. ● ● ● Ball Attack. 20 damage.						
Brock's Sandalash 60 7 F1						
Stage 1. Evolves from Sandshrew. ● ● ● Full-body Needle Attack. 10 damage. Flip a coin. If heads, defending Pokémon is both Poisoned and Paralyzed. ● ● Sandstorm. 20 damage. If defending Pokémon attacks next turn, opponent must flip a coin. If tails, the attack does nothing.						
Brock's Zubat 30 7 F1						
● Telling. 10 damage. Draw a card. If the card is a basic Pokémon, switch it with 1 of your benched Pokémon. ● ● ● Wing Slap. 20 damage.						
Erika's Bellsprout 40 7 F4						
● Poison Breath. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● ● ● Vine Whip. 30 damage.						
Erika's Clefairy 50 7 F4						
● Moon View. Search your deck for a basic Energy card and add it to your hand. ● ● ● Continuous Face-Slap. Flip 3 coins. Does 10 damage times the number of heads.						
Erika's Exeggutor 40 7 F4						
● Ball-Throw. Flip a number of coins equal to the number of Energy cards attached to Exeggutor. Does 10 damage times the number of heads. ● ● ● Psychokinesis. 10 damage. Does 10 more damage times the number of Energy cards attached to defending Pokémon.						
Erika's Gloom 70 7 F4						
Stage 1. Evolves from Oddish. ● ● ● Dream Dance. 10 damage. Both the defending Pokémon and Gloom become Asleep. ● ● ● Stink. Does 30 damage. Both the defending Pokémon and Gloom are Confused.						
Erika's Oddish 40 7 F4						
Pokémon Power: Photosynthesis. Any Energy cards attached to Oddish are considered to be Grass Energy. ● ● ● Poison Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.						
Erika's Weepinbell 70 7 F4						
Stage 1. Evolves from Bellsprout. ● ● ● Sleep-Poison. Defending Pokémon is Poisoned and Asleep. Vine Whip. 40 damage.						
Lt. Surge's Electabuzz 80 7 F3						
● Electric Charge. If there are any Lightning Energy cards in your discard pile, select up to two of them and attach them to Electabuzz. ● ● ● Electric Bash. 20 damage. Move 1 Lightning Energy attached to Electabuzz to one of your benched Pokémon.						
Lt. Surge's Electrode 70 7 F3						
Stage 1. Evolves from Voltorb. Pokémon Power: Shockbomb. After this card is damaged in battle flip a coin. If tails, does 20 damage to the Pokémon that damaged it and 20 damage to itself. 30 damage. If the flip is heads, does 10 more damage for each damage counter on Electrode.						
Lt. Surge's Pikachu 50 7 F3						
● Electric Charge. If you have a Lightning Energy card in your discard pile, you may take one and attach it to this						

NAME	TYPE	HP	WK	RES	RET	CR
Lt. Surge's Raichu 70 7 F3						
Stage 1. Evolves from Pikachu. ● ● ● Megaton Punch. 30 damage. ● ● ● ● 100,000 volts. 100 damage. Discard all Energy cards attached to Raichu.						
Lt. Surge's Raticate 70 7 F3						
Stage 1. Evolves from Rattata. ● ● ● Raging Buckteeth. Does damage equal to one-half of the defending Pokémon's remaining hit points.						
Lt. Surge's Rattata 40 7 F3						
● Power-Ghast. Next turn, Rattata's Ghaw does twice its normal damage. ● ● ● Gnaw. 20 damage.						
Lt. Surge's Spearow 50 7 F3						
● Blow Away. 10 damage. Opponent must switch defending Pokémon with 1 of his benched Pokémon after damage is dealt. ● ● ● Snow Slash. 40 damage. Flip a coin. If tails, this attack does nothing.						
Lt. Surge's Voltorb 50 7 F3						



PROMO POWER

HITMONLEE Every-one's favorite fighting poké resurfaces with a mach punch that's even better than his formidable 20-point jab that rocks the current tourney world. His new attack still does 20 for a single fighting energy, but it also nails a benched pokémon for 10 if you win the coin flip. No one is safe from Hitmonlee version II...unless you have Articuno.

● ● ● Breakball. 30 damage. Flip a coin. If tails, does more 10 damage to Voltorb.	Misty's Cloyster 70 7 F2
Pokémon Power: Shell Armor. Whenever Cloyster receives damage, it receives 10 less damage. ● ● ● Triple Cannon. Flip three coins. Does 20 damages times the number of heads.	Misty's Golden 30 7 F2
● ● ● Horn Poke. 30 damage. Flip a coin. If tails, this attack does nothing.	Misty's Poliwag 50 7 F2
● ● ● Hypnotize. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, the defending Pokémon is put to Sleep. ● ● ● Tailslap. Flip two coins. Does 20 damage times the number of heads.	Misty's Psyduck 50 7 F2
● ● ● Claw. 10 damage. ● ● ● Call for Help. 10 damage. Flip a coin. If heads, you may search your deck for a basic Misty's Pokémon and put it on your bench.	Misty's Seaking 70 7 F2
Stage 1. Evolves from Goldeen. ● ● ● Horn Poke. 10 damage. ● ● ● Muddy Stream. 30 damage. Flip a coin. If heads, does 10 damage to 1 of opponent's benched Pokémon	Misty's Snail 60 7 F2
● ● ● Aurora Beam. 20 damage.	Misty's Shellder 40 7 F2
● ● ● Body Slam. 10 damage. ● ● ● Shell-Pinch. 20 damage. Defending Pokémon is Paralyzed. Flip a coin. If tails, this attack does nothing.	Misty's Starmie 80 7 F2
Stage 1. Evolves from Staryu. ● ● ● Water Gun. 10 damage. Does 10 more damage for each Water Energy attached to Starmie but not used to pay this attack's cost, up to 20. ● ● ● Bubble Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.	Misty's Staryu 50 7 F2
● ● ● Speed Star. 20 damage (weakness, resistance and Pokémon powers do not apply).	Misty's Tentacool 40 7 F2
● ● ● Mysterious Light. Flip a coin. If heads, defending Pokémon is Asleep. ● ● ● School of Jellyfish. Search your deck for any number of Tentacool, Misty's Tentacool, Tentacool, or Misty's Tentacool and add them to your hand.	Sabrina's Abra 40 7 F6
● ● ● Pound. 10 damage. ● ● ● Synchro Wave. 40 damage. This attack can only be used when Abra and the defending Pokémon have the same number of attached Energy cards.	Sabrina's Abra 50 7 F6

NAME	TYPE	HP	WK	RES	RET	CR
● Clairvoyance. Look at your opponent's hand. ● Quick Attack. 10 damage. Flip a coin. If heads, does 20 more damage.						
Sabrina's Alakazam	80	7	F6			
Stage 2. Evolves from Kadabra. Pokémon Power: Psycho Link. Take all of the powers of any Evolved Pokémon you have in play and add them to Sabrina's Alakazam (You can use the powers just as they appear on their cards). ● ● ● ● Mega Burn. 80 damage. Alakazam cannot use this attack next turn.						
Sabrina's Drowzee	50	7	F6			
● ● ● Energy Support. Search your deck for a basic Energy card and attach it to 1 of your benched Pokémon. ● ● ● Mindshock. 20 damage (weakness and resistance do not apply).						
Sabrina's Gastly	50	7	F6			
● ● ● Stock. 20 damage. Defending Pokémon can't retreat next turn.						
Sabrina's Gastly	30	7	F6			

POWER

HITMONCHAN

Everyone's favorite fighting poké resurfaces with a mach punch that's even better than his formidable 20-point jab that rocks the current tourney world. His new attack still does 20 for a single fighting energy, but it also nails a benched pokémon for 10 if you win the coin flip. No one is safe from Hitmonchan version II...unless you have Articuno.

● Psychock 10 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed. ●● Vanishing. 30 damage. Return Gastly and all attached cards to your hand.

Sabrina's Bengar ● 90 ●●●● F5
Stage 2 Evolves from Haunter. ●●●● Dark Body 20 damage. Until end of your opponent's next turn, all Pokémon in play are prevented from using their Pokémon Powers, and any active Pokémon Powers go away ●●●● Shadow-Blind. 40 damage. Defending Pokémon can't retreat next turn.

Sabrina's Haunter ● 70 ●●●● F8
●●●● Nightmare. 20 damage. Defending Pokémon is Asleep. ●●●● Attack From the Shadows. Flip a coin. If heads, does 30 damage to 1 of opponent's benched Pokémon.

Sabrina's Hypno ● 70 ●●●● F5
Stage 1 Evolves from Drowzee. ●●●● Revive. Choose a basic Pokémon from your or your opponent's discard pile and put it on its owner's bench. Put damage counters on it equal to half of its hit points (round up). ●●●● Pendulum Curse. Flip a number of coins equal to the number of damage counters on the defending Pokémon. Does 20 damage times the number of heads.

Sabrina's Jynx ● 80 ●●●● F6
●●●● Good-Night Kiss. 10 damage. Defending Pokémon is Asleep. ●●●● Wake-up Kiss. 20 damage. If Defending Pokémon was Asleep, it is no longer Asleep.

Sabrina's Kadabra ● 70 ●●●● F6
Stage 1. Evolves from Abra. ●●●● Lifedown. Flip a coin. If heads, put damage counters on the defending Pokémon until it has 10 HP left. ●●●● Psycho Shot. 30 damage.

Sabrina's Mr. Mime ● 60 ●●●● F6
●●●● Magic Darts. Choose one of your opponent's benched Pokémon and flip 3 coins. Does 10 damage times the number of heads to that Pokémon.

Sabrina's Porygon ● 40 ●●●● F6
●●●● Sharpen. Does 10 damage. ●●●● Barrier Attack. 20 damage. The damage Porygon takes from attacks is reduced by 10 next turn.

GYM LEADERS

DECKS #1-6 TRAINERS

Blaine's Quiz One ●●●● F5
Choose a Pokémon in your hand and put it face-down in front of you. Tell your opponent the name of the Pokémon, and ask him what weight it is. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.

Blaine's Quiz Two ●●●● F5
Choose a Pokémon, Energy card or Trainer in your hand and put it face-down in front of you. Your opponent must guess that card's type. If he guesses right, he draws 2 cards.

GYM LEADERS DECKS #1-6 TRAINERS

Blaine's Quiz One 70 7 F5

Choose a Pokémon in your hand and put it face-down in front of you. Tell your opponent the name of the Pokémon, and ask him what height it is. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.

Blaine's Quiz Two 70 7 F5

Choose a Pokémon, Energy card or Trainer in your hand and put it face-down in front of you. Your opponent must guess that card's type. If he guesses right, he draws 2

POKÉMON

Players Guide

NAME TYPE HP WK RES RET CR

Pokémon is Paralyzed. If tails, the defending Pokémon is Confused.

Wartortle 60 ● ● ● Beach
Stage 1. Evolves from Squirtle ● ● ● Water Gun. Does 20 damage plus 10 damage for each Water Energy card attached to Wartortle that is not used to pay for this attack, up to a maximum of two.

VENDING #1 POKEMON

Abra 30 ● ● ● C

● Psychic Beam. Does 10 damage to one of opponent's benched Pokémon.

Bulbasaur 50 ● ● ● U
● Recovery. Remove one damage counter from Bulbasaur.
● Poison Seed. The defending Pokémon is Poisoned.

Caterpie 50 ● ● ● C
● Busy Slam. 10 damage. ● Web-Tangle. 10 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn.

Chansey 100 ● ● ● U
● Sing. Flip a coin. If heads, defending Pokémon is Asleep.
● Double Attack. 20 damage. Flip a coin. If heads, does 20 more damage.

Charmander 50 ● ● ● U
● Cry Out. If defending Pokémon attacks next turn, reduce the amount of damage Charmander takes by 10.
● Flaming Tail. 30 damage.

Clefairy 50 ● ● ● U
● Hop On Board. Switch defending Pokémon with one of opponent's benched Pokémon of your choice. ● Glowing Finger. 10 damage. Defending Pokémon is Asleep.

Dodrio 60 ● ● ● C
Stage 1. Evolves from Doduo. ● Kick Away. 20 damage. ● In Attack. Flip three coins. Does 20 damage times the number of heads.

Doduo 40 ● ● ● C
● Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Peck. 20 damage.

Eevee 30 ● ● ● C
● Enow. 10 damage. ● Jump On. 20 damage. Flip a coin. If tails, this attack does nothing.

Geodude 50 ● ● ● C
● Bodyslam. 10 damage. ● Harden. If an attack deals 20 or less damage to Geodude next turn, that attack's damage is reduced to zero.

Golbat 50 ● ● ● C
Stage 1. Evolves from Zubat. ● Bloodsuck. 20 damage. You may remove one damage counter from Golbat for each damage counter this attack puts on defending Pokémon. ● Plunge. 60 damage. Flip a coin. If tails, Golbat takes 40 damage.

Kakuna 60 ● ● ● C
Stage 1. Evolves from Weedle. Pokémon Power: Poisonous Secretion. Whenever a Pokémon damages Kakuna, it becomes Poisoned. ● Roll. 10 damage.

Lickitung 60 ● ● ● U
● Lick Flip a coin. If heads, defending Pokémon is Paralyzed. ● Trample. 20 damage. Flip a coin. If heads, does 10 more damage.

Metapod 70 ● ● ● U
Stage 1. Evolves from Caterpie. Pokémon Power: Green Shield. When your Grass Pokémon receive damage, their weaknesses do not apply. ● Mysterious Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Confused.

Mewtwo 60 ● ● ● U
● Psycho-Crash. Does 10 damage times the number of Double Colorless Energy cards attached to all of opponent's Pokémon. ● Super Psychokinesis. 50 damage.

Mr. Mime 50 ● ● ● U
Pokémon Power: Neutra Damage. As long as Mr. Mime is on your bench, no Pokémon are affected by weakness or resistance. ● Juggling. Flip four coins. Does 10 damage times the number of heads.

Nidoran (Female) 50 ● ● ● C
● Swung Tail. Flip a coin. If heads, defending Pokémon cannot attack next turn. ● Poison Needle. 40 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Nidoran (Male) 50 ● ● ● C
● Gathering Power. Next turn, the damage done by Nidoran's Charge attack is doubled. ● Charge. 10 damage. Flip a coin. If tails, this attack does nothing.

Paras 50 ● ● ● C

NAME TYPE HP WK RES RET CR

● Claw. 10 damage. ● Spread Spores. Search your deck for a Paras card and put it on your bench.

Parasect 60 ● ● ● C
Stage 1. Evolves from Paras. ● Poison Spores. 10 damage. Defending Pokémon is Poisoned. ● Bloodsuck. 20 damage. You may remove one damage counter from Parasect for each damage counter this attack puts on defending Pokémon.

Pidgey 50 ● ● ● C
● Wind Maker. 10 damage. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage.

Pikachu 30 ● ● ● U
● Electric Shock. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Teleport. 20 damage. If heads, prevent all effects of attacks, including damage, on Pikachu next turn.

Pinsir 50 ● ● ● U
● Pinching Throw. 10 damage. Flip a coin. If heads, does 10 more damage. ● Slice. 30 damage.

Poliwhg 60 ● ● ● C
● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Poliwhirl 70 ● ● ● U
Stage 1. Evolves from Poliwhg. ● Whirl. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon is Asleep. ● Lean. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Poliwhrath 80 ● ● ● U
Stage 2. Evolves from Poliwhirl. ● Megaton Punch. 30 damage. ● Hydropump. 40 damage. Does 10 more damage for each Water Energy card attached to Poliwhrath but not used to pay this attack's cost, up to a maximum of 20.

Porygon 40 ● ● ● C
● 3D Attack. Flip three coins. Does 10 damage times the number of heads. ● Texture 2. You may change Porygon's resistance to any type other than colorless. This change lasts until Porygon retreats.

Rapidash 60 ● ● ● U
Stage 1. Evolves from Ponyta. ● Hotfire. 10 damage. Discard up to two Fire Energy cards attached to Rapidash. Does 20 more damage times the number of Energy you discarded. ● Kick Away. 20 damage. After damage is dealt, opponent must switch the defending Pokémon with one of his benched Pokémon.

Rattata 50 ● ● ● C
● Claw. 10 damage. ● Tail-Wag. Flip a coin. If heads, the defending Pokémon cannot attack next turn.

Snorlax 90 ● ● ● U

PROMO POWER



Pokémon Power: Block. As long as Snorlax is active, the defending Pokémon cannot retreat. ● Le Down. 30 damage. Snorlax is Asleep. Flip a coin. If heads, defending Pokémon is Asleep.

Squirtle 50 ● ● ● U
● Water Power. Next turn, the damage dealt by Squirtle's "Slap" attack is multiplied by three. ● Slap. 10 damage.

Weedle 50 ● ● ● C
● Poke. 10 damage. ● Poison Horn. The defending Pokémon is Poisoned.

Wigglytuff 90 ● ● ● U
Stage 1. Evolves from Jigglypuff. Pokémon Power: Help Out. Use once during your turn, when Wigglytuff is on your bench. Flip a coin. If heads, your active Pokémon is no longer one of the following: Asleep, Confused, Paralyzed or Poisoned. ● Expand. 20 damage. Damage resolved by Wigglytuff next turn is reduced by 10.

Zubat 40 ● ● ● C

NAME TYPE HP WK RES RET CR

● Bite. 10 damage. ● Mysterious Soundwave. 10 damage. Flip a coin. If heads, defending Pokémon is Confused.

VENDING #1 TRAINERS

Excavate Fossil

Search your deck or discard pile for a Mysterious Fossil card and add it to your hand.

Moonstone

Search your deck for a colorless Evolution card and add it to your hand.

VENDING #2 POKEMON

Aerodactyl 70 ● ● ● U

Stage 1. Evolves from Mysterious Fossil. ● Supersonic Wave. Flip a coin. If heads, defending Pokémon is Confused. ● Dive Attack. 40 damage. Aerodactyl takes 10 damage.

Articuno 80 ● ● ● U

Pokémon Power: Aurora Veil. Your benched Pokémon cannot be damaged or affected by any effects. ● Frozen Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Dewgong 60 ● ● ● U

Stage 1. Evolves from Seel. ● Sleep. Discard all damage counters on Dewgong and it is no longer Poisoned, Paralyzed or Confused. Dewgong becomes Asleep. ● Aurora Wave. 30 damage. Flip a coin. If heads, defending Pokémon is Confused.

Ditto 40 ● ● ● U

Pokémon Power: Incredible Transformation. Use once per turn. Flip a coin. If heads, Ditto becomes an exact copy of the active Pokémon until that Pokémon leaves play or Ditto uses this power again. Energy attached to Ditto can be used as any type, but Ditto cannot evolve. If tails, Ditto reverts to being just Ditto.

Electabuzz 60 ● ● ● C

● Lightning Rod. Put a Lightning Rod counter on one of opponent's Pokémon. ● Thunder Shock. 10 damage. Also does 20 damage to every Pokémon that has at least one Lightning Rod counter.

Fearow 60 ● ● ● C

Stage 1. Evolves from Spearow. ● Electric Discharge. 10 damage. Flip a coin. If heads, does 20 more damage. ● Drill. 50 damage. Flip a coin. If tails, this attack does nothing.

Graveler 80 ● ● ● U

Stage 1. Evolves from Geodude. ● Auto Rockthrow. Flip a coin until you get tails. Does 20 damage times the num-

KOFFING Talk about split personality. Every time you hit the new Koffing—even if it's knocked out—it splits into two, meaning you get to search your deck for a fresh Koffing and add it to your bench. Even better, its strange gas power deals 20 and can prevent the defending poké from using its pokémon powers next turn.

ber of heads. ● Earthquake. 50 damage. Does 10 damage to each of your benched Pokémon.

Grimor 50 ● ● ● C

● Sticky Liquid. Put a Grimmer marker on the defending Pokémon. If it doesn't have one already, a Pokémon that has a Grimmer marker on it cannot retreat. ● Poison Liquid. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Hittmonchan 50 ● ● ● U

● Mach Punch. 20 damage. Flip a coin. If heads, does 10 damage to one of opponent's benched Pokémon as well.

Hittmonlee 50 ● ● ● U

● Double Kick. 20 damage. Flip a coin. If heads, does 10 damage to one of opponent's benched Pokémon as well.

Jynx 50 ● ● ● U

● Cold Punch. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Cold Breath. 20 damage. Flip a coin. If heads, defending Pokémon is Asleep.

Kabuto 50 ● ● ● U

NAME TYPE HP WK RES RET CR

Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Become a Fossil. Use once per turn. Choose one of your Pokémon that evolved from a Mysterious fossil and flip a coin. If heads, return all Evolution cards attached to that Fossil to your hand. ● Sharp Nail. 10 damage. Flip a coin. If heads, does 30 more damage.

Koffing 50 ● ● ● C

Pokémon Power: Spit. When Koffing takes damage, even if it's knocked out, you may search your deck for a Koffing and put it on your bench. This power can be used even if Koffing is Asleep, Paralyzed or Confused. ● Strange Gas. 20 damage. Flip a coin. If heads, opponent cannot use any of his Pokémon's Pokémon Powers next turn.

Krabby 40 ● ● ● C

● Bubble. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Claw-Guillotine. 30 damage.

Lapras 60 ● ● ● C

● Sing. Flip a coin. If heads, defending Pokémon is Asleep. ● Wave-Ride. 30 damage.

Machoke 70 ● ● ● C

Stage 1. Evolves from Machop. ● Megaton Kick. 30 damage. ● One-Two Punch. 30 damage. Flip a coin. If heads, does 20 more damage.

Machop 50 ● ● ● C

● Focus and Hit. Flip a coin. If heads, the damage from Machop's Push attack is doubled next turn. If tails, Push cannot be used next turn. ● Push. 30 damage.

Magneton 40 ● ● ● C

Pokémon Power: Magnet. Use once per turn. Flip a coin. If heads, search your deck for a Magnetite and put it on your bench. ● Superconductivity. Does 10 damage to one of opponent's Pokémon.

Magnetite 70 ● ● ● U

Stage 1. Evolves from Magneton. ● Microwave. Does 20 damage to one of opponent's Pokémon. Flip a coin. If heads, opponent must discard an Energy card attached to that Pokémon.

Marowak 60 ● ● ● U

Stage 1. Evolves from Cubone. ● Bone Search. If it does not already have one, put a bone counter on Marowak. ● 50 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. You may only use this attack if you remove a bone counter from Marowak first.

Moltres 80 ● ● ● U

● Dry Up. Choose an opponent's Pokémon and flip a coin until you get tails. Discard a number of Water Energy cards attached to that Pokémon equal to the number of heads. ● Fire Wings. 50 damage.

Omanyte 50 ● ● ● U

Stage 1. Evolves from Mysterious Fossil. Pokémon Power: Primitive Drums. Use once per turn. Flip a coin. If heads, each time a Pokémon evolved from Mysterious Fossil takes damage, it takes 10 more damage. This effect is cumulative. ● Rolling Tackle. 20 damage.

Onix 70 ● ● ● U

● Bind. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ● Rockslide. 20 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn.

Raichu 70 ● ● ● U

Stage 1. Evolves from Pikachu. ● Electrocutation. Choose one of opponent's Pokémon. That Pokémon takes 10 damage times the number of Water Energy cards attached to it. ● Zap-Kick. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Sandsdrew 40 ● ● ● C

● Poison Needle. 10 damage. Flip a coin. If heads, defending Pokémon is Poisoned. ● Speedster. 20 damage. Weakness and resistance do not apply.

Seel 50 ● ● ● C

● Cry Out. Damage dealt by the defending Pokémon is reduced by 10 next turn. ● Freeze Beam. Flip a coin. If heads, defending Pokémon is Paralyzed. 20 damage.

Shellder 50 ● ● ● C

● Spouting. 20 damage. Does 10 more damage for each Water Energy attached to Shellder but not used to pay this attack's cost, up to a maximum of 20.

Spearow 40 ● ● ● C

● Flurry of Pecks. Flip two coins. Does 10 damage times the number of heads. ● Wind Maker. 10 damage.

Tangela 50 ● ● ● C

● Entwine. 10 damage. Flip a coin. If heads, defending Pokémon cannot retreat next turn. ● Vine Whip. 20 damage.

Venomoth 60 ● ● ● C

Stage 1. Evolves from Venonat. ● Cyclone. 20 damage. Opponent must switch the defending Pokémon with one of his benched Pokémon. Then you must switch Venomoth with one of your benched Pokémon. ● Rainbow Powder. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. If tails, defending Pokémon is Poisoned.

Vortort 30 ● ● ● C

POKÉ FACT

Think you know all your pokémon? That soon may change as 250 new pokémon—both male and female versions—will be heading our way based on the Game Boy Gold and Silver Pokémon games and the new Japanese CCG set, Pokémon Neo.

KEY

C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED

● COLORLESS ● FIGHTING ● FIRE ● GRASS ● LIGHTNING ● PSYCHIC ● WATER

CR Card Rarity RES Resistance TYPE Energy Type

HP Hit Points RET Retreat WK Weakness

NAME	TYPE	HP	WK	RES	RET	CR
Electroshock 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ♦♦♦♦ Everybody Spark 20 damage. Does 10 more damage times the number of Voltorbs in play.						
Zeptos ♦♦♦♦ 70 ♦♦♦♦ U						
♦♦♦♦ Thunder. 50 damage. Flip a coin. If tails, does 30 damage to one of your Pokémon of your choice. ♦♦♦♦ ♦♦♦♦ Thunder Crash. 50 damage. Flip a coin. If heads, does 20 more damage. If tails, Zeptos takes 20 damage.						

VENDING #2 TRAINERS

Crystal of Health

Discard two Energy cards from your hand to use this card. Choose a basic Pokémon from your discard pile and put it on your bench.

Flash

Your opponent must reveal the top five cards of his deck, any put them back on top face-up in any order. Then you must do the same.

Master Ball

Look at the top seven cards of your deck if there are any Pokémon cards there, you may choose one and add it to your hand. Then shuffle your deck.

Power Guard

Attach this card to your active Pokémon. While this card is attached, that Pokémon is immune to all effects other than damage. Discard this card at the end of your opponent's turn.

VENDING #3 POKEMON

Arbok ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1 Evolves from Ekans ♦♦♦♦ Coiling. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ♦♦♦♦ Veron. 30 damage. The defending Pokémon is Poisoned. If the defending Pokémon was already Poisoned, this attack does 10 more damage.	

Bellsprout ♦♦♦♦ 40 ♦♦♦♦ C	
♦♦♦♦ Wave. Flip a coin. If heads, prevent all damage dealt to Bellsprout next turn ♦♦♦♦ Sleep-Powder. 10 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.	

Cubone ♦♦♦♦ 40 ♦♦♦♦ C	
♦♦♦♦ Bone-Throw. Flip a coin. If heads, does 30 damage to defending Pokémon. If tails, does 10 damage to one of opponent's benched Pokémon.	

Gastly ♦♦♦♦ 40 ♦♦♦♦ C	
♦♦♦♦ Scare. Opponent cannot use any Trainer cards next turn. ♦♦♦♦ Darkness. 10 damage. Flip a coin. If heads, defending Pokémon is Confused.	

Golduck ♦♦♦♦ 70 ♦♦♦♦ U	
Stage 1. Evolves from Psyduck ♦♦♦♦ Psychokinesis. 10 damage. Does 10 more damage times the number of Energy cards attached to the defending Pokémon. ♦♦♦♦ Splash. 40 damage.	

Graveler ♦♦♦♦ 60 ♦♦♦♦ C	
Stage 1. Evolves from Geodude ♦♦♦♦ Goode-Crack. 30 damage. Flip two coins. Does 10 damage times the number of heads divided any way you choose among up to two of opponent's benched Pokémon.	

Growlthe ♦♦♦♦ 50 ♦♦♦♦ C	
♦♦♦♦ Errand. Flip a coin. If heads, you may search your deck for a Trainer card and add it to your hand. ♦♦♦♦ Spark. 30 damage. You must discard one Fire Energy card attached to Growlthe in order to use this attack.	

Haunter ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1. Evolves from Gastly ♦♦♦♦ Weight Lift. Flip a coin. If heads, defending Pokémon is Confused. ♦♦♦♦ Grudge. 20 damage. Does 10 more damage times the number of prize cards opponent has left.	

Haunter ♦♦♦♦ 70 ♦♦♦♦ U	
Stage 1. Evolves from Gastly ♦♦♦♦ Polargeist. Look at opponent's hand. Does 10 damage times the number of Trainer cards there. ♦♦♦♦ Nightmare. 20 damage. Flip a coin. If heads, defending Pokémon is Asleep. If tails, defending Pokémon is Confused.	

Horsea ♦♦♦♦ 40 ♦♦♦♦ C	
♦♦♦♦ Hide. Flip a coin. If heads, prevent all effects of attacks, including damage, done to Horsea next turn. ♦♦♦♦ Watergun. 10 damage. Does 10 more damage for each Water Energy attached to Horsea but not used to pay for this attack's cost. Up to a maximum of 20.	

Hypno ♦♦♦♦ 60 ♦♦♦♦ U	
Pokémon Power: Puppetmaster. Any Cletary Doll in play may use Hypno's Mindshock attack as long as Hypno has at least two Psycho Energy attached to it. ♦♦♦♦ Mindshock. 30 damage.	

Kadabra ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1. Evolves from Abra. ♦♦♦♦ Psycho Panic. 30 damage. If defending Pokémon is an evolution, this attack does 30 more damage. ♦♦♦♦ Blink. 30 damage. Flip a coin. If heads, prevent all damage dealt to Kadabra next turn.	

Kadabra ♦♦♦♦ 70 ♦♦♦♦ C	
Stage 1. Evolves from Abra. ♦♦♦♦ Energy Recovery. Select one special Energy card from your discard pile and add it to your hand. ♦♦♦♦ Energy Shock. 20 damage. If opponent attaches an Energy card to defending Pokémon next turn it becomes Paralyzed.	

Kangaskhan ♦♦♦♦ 80 ♦♦♦♦ C	
♦♦♦♦ Bite. 20 damage. ♦♦♦♦ Taildrop. 60 damage. Flip two coins. If both are tails, this power does nothing.	
Kingler ♦♦♦♦ 80 ♦♦♦♦ J	
Stage 1. Evolves from Krabby. ♦♦♦♦ Fiddler Crab. Flip a coin. If heads search your deck for up to three Water Energy cards and attach them to Kingler. ♦♦♦♦ Double-Edged Claw. 80 damage. During opponent's next turn, double all damage dealt to Kingler.	

Machoke ♦♦♦♦ 60 ♦♦♦♦ C	
Stage 1. Evolves from Machop. ♦♦♦♦ Nasty Spike. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed. ♦♦♦♦ Focus. Flip a coin. If heads, does 20 damage to one of opponent's benched Pokémon.	

Magmar ♦♦♦♦ 60 ♦♦♦♦ U	
♦♦♦♦ Fireburn. 10 damage. You may discard any number of Fire Energy cards attached to any of your Pokémon. Does 10 more damage times the number of Energy cards discarded. ♦♦♦♦ Magma Punch. 40 damage.	

PROMO POWER



Mewtwo ♦♦♦♦ 80 ♦♦♦♦ C	
♦♦♦♦ Psycho-Crash. Discard all damage counters and Energy cards attached to Mewtwo. Mewtwo is no longer Poisoned or Confused. ♦♦♦♦ Psycho Blast. 30 damage. Flip a coin. If heads, discard an Energy card attached to the defending Pokémon.	

Nidorina ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1. Evolves from Nidoran. ♦♦♦♦ The Power of Friends. 10 damage. Does 10 more damage times the number of Nidoran, Nidorino, Nidoqueen, and Nidoqueen on your bench. ♦♦♦♦ Wild Clawing. Flip three coins. Does 30 damage times the number of heads.	

Nidorino ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1. Evolves from Nidoran ♦♦♦♦ High-Speed Charge. 60 damage. Flip a coin. If tails, this attack does nothing and Nidorino takes 20 damage.	

Omanyte ♦♦♦♦ 50 ♦♦♦♦ U	
Stage 1. Evolves from Mysterious Fossil Pokémon Power: Fossil Guidance. Use once per turn. Flip a coin. If heads, choose a Fossil card from your discard pile and add it to your hand. ♦♦♦♦ Surfing. 30 damage.	

Pidgeotto ♦♦♦♦ 60 ♦♦♦♦ U	
Stage 1. Evolves from Pidgey. ♦♦♦♦ Twister. 20 damage. If the defending Pokémon is not knocked out, flip a coin. If heads, return all Energy and Trainer cards attached to the Pokémon to their owner's hand. ♦♦♦♦ Fly Like An Eagle. 30 damage. Flip a coin. If tails, this attack does nothing. If heads, prevent all effects, including damage, of attacks on Pidgeotto next turn.	

Ponyta ♦♦♦♦ 40 ♦♦♦♦ C	
♦♦♦♦ Kick Away. 10 damage. ♦♦♦♦ Spark. 20 damage. Flip a coin. If tails, you must discard an Energy card attached to Ponyta.	

Rhydon ♦♦♦♦ 80 ♦♦♦♦ U	
Stage 1. Evolves from Rhydon. ♦♦♦♦ Landslide. 10 damage. Discard the top five cards of your deck. If you discard any Fighting Energy cards, you may add them to your hand. ♦♦♦♦ Double Attack. 30 damage. Flip a coin. If heads, does 20 more damage.	

Sandslash ♦♦♦♦ 70 ♦♦♦♦ C	
Stage 1. Evolves from Sandshrew. ♦♦♦♦ Hide In Sand. Flip a coin. If heads, Sandslash takes no damage next turn. ♦♦♦♦ Rolling Needle. 40 damage. Flip three coins. Does 10 more damage times the number of heads. Sandslash takes 10 damage times the number of heads.	

Scyther ♦♦♦♦ 60 ♦♦♦♦ U	
♦♦♦♦ Slashdown. 40 damage. You cannot use this attack next turn.	

Seadra ♦♦♦♦ 70 ♦♦♦♦ U	
Stage 1. Evolves from Horsea. ♦♦♦♦ 20 damage. Water-bomb. Does 10 damage to an opponent's benched Pokémon for each Water Energy attached to Seadra but not used to	

Slowbro ♦♦♦♦ 90 ♦♦♦♦ C	
Stage 1. Evolves from Slowpoke. ♦♦♦♦ Big Yam. Slowbro. 30 damage. Can only be used if Slowbro is Asleep.	
Staryu ♦♦♦♦ 50 ♦♦♦♦ C	
♦♦♦♦ Mysterious Light Beam. 10 damage. Next turn, your Water Pokémon are unaffected by weakness. ♦♦♦♦ Rotary Attack. 20 damage.	

Tauros ♦♦♦♦ 70 ♦♦♦♦ C	
♦♦♦♦ Stamp and Kick. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Venonat ♦♦♦♦ 50 ♦♦♦♦ C	
♦♦♦♦ Bind. Flip a coin. If heads, choose one of the defending Pokémon's attacks. Defending Pokémon cannot use that	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Magikarp ♦♦♦♦ 10 ♦♦♦♦ U	
♦♦♦♦ Flail. 20 damage. Flip a coin. If heads, does 10 more damage. If tails, opponent must switch the defending Pokémon with one of his benched Pokémon after damage is dealt.	

Dugtrio ♦♦♦♦ 80 ♦♦♦♦ Mag	
Stage 1. Evolves from Diglett. Pokémon Power: Dig. As long as Dugtrio is on your bench, it takes no damage. ♦♦♦♦ Earthquake. 30 damage. Does 10 damage to each of up to two of opponent's benched Pokémon.	
Electabuzz ♦♦♦♦ 40 ♦♦♦♦ Mag	
♦♦♦♦ Light Screen. Whenever an attack damages Electabuzz next turn, that attack only does half damage, rounded down. ♦♦♦♦ Quick Attack. 10 damage. Flip a coin. If heads, does 20 more damage.	

Exegutor ♦♦♦♦ 80 ♦♦♦♦ Jap	
♦♦♦♦ Stomp. ♦♦♦♦ Does 20 damage. Flip a coin. If heads, does 10 more damage.	
Gourmet Snorlax ♦♦♦♦ 100 ♦♦♦♦ Mag	
♦♦♦♦ Eat. Put a Food counter on Snorlax. Use only if Snorlax has less than two Food counters. ♦♦♦♦ Roll. 20 damage. Remove any number of Food counters from Snorlax. Does 30 more damage times the number of counters removed.	

Hamachan's Yodoking ♦♦♦♦ 70 ♦♦♦♦ Move	
Stage 1. Evolves from Slowpoke. ♦♦♦♦ Oh No. You cannot use this power unless you say "Oh no" three times. Yodoking and the defending Pokémon cannot be Confused. ♦♦♦♦ Push. 20 damage. You cannot use this power unless you say "Is it really okay?" three times.	

Mew ♦♦♦♦ 50 ♦♦♦♦ CD	
♦♦♦♦ Slap. 10 damage. ♦♦♦♦ Psycho-Dupe. You may use any attack any of opponent's Pokémon can use as long as you have the required amount of Energy (it does not matter what type you use, though) in addition to the cost of Psycho-Dupe.	

Mewtwo ♦♦♦♦ 60 ♦♦♦♦ CD	
♦♦♦♦ Energy Control. Flip a coin. If heads, choose an Energy card attached to the defending Pokémon and move it to one of opponent's other Pokémon. ♦♦♦♦ Telekinesis. Does 30 damage to one of opponent's benched Pokémon.	

Mewtwo ♦♦♦♦ 70 ♦♦♦♦ C	
♦♦♦♦ Energy Absorption. Choose up to two Energy cards from your discard pile and attach them to Mew. ♦♦♦♦ Psypurn. 40 damage.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

Pikachu ♦♦♦♦ 40 ♦♦♦♦ Move	
♦♦♦♦ Recharge. Search your deck for a Lightning Energy card and attach it to Pikachu. ♦♦♦♦ Thunderbolt. 50 damage. Discard all Energy cards attached to Pikachu to use this attack.	

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How much are your Pokémon cards worth? Turn to page 88 and find out!

shows, cons tournaments

DEAR ADVERTISERS,

If you want to list your show or tournament, contact:

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Advertising Projects Manager
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151 Wells Avenue,
Congers NY 10920
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FX: 914.268.5386



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FLORIDA

MARCH 31-APRIL 2, ORLANDO

MEGACON 2000, Orlando Expo Center, 500 West Livingston St. THE SOUTHEAST'S PREMIERE COMIC, GAMING, ANIME AND MULTIMEDIA CONVENTION. \$15 per day admission; \$35 all three days. OVER 100 SANCTIONED GAMING TOURNAMENTS/DEMOS presented by Sun-Quest. *Magic*, *TG*, *Pokémon*, *Star Wars*, dozens of roleplaying events, live action, miniatures, network computer gaming and much more. OVER 200 GUESTS, INCLUDING: Harlan Ellison, Michael Turner, George Perez, John Romita Sr., Brandon Peterson, Ron Marz, Jimmy Palmiotti, Amanda Conner, Garth Ennis, Humberto Ramos, Claudio Castellini, Ben Lai, Raymond Lai, Bob Layton... AND THIS IS JUST THE BEGINNING... WE'RE ADDING GUESTS EVERY DAY!!! 100,000 square ft. of the finest dealers, publishers and manufacturers. 24-hour anime rooms, movie previews, presentations and panels. For more info, call (813) 891-1702.

NEW YORK

WEEKLY IN JANUARY & FEBRUARY, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Pathmark Shopping Center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, Draft)

with prizes for the top three competitors. Sanctioned Type II tournaments on Monday. Call for ARENA information. We also have a complete selection of *LSR*, *Star Wars*, *BattleTech* and *Rage*, with events running Saturdays & Sundays in our dedicated gaming area. We will demo any game upon request. For further information, contact John or Kierin @ (914) 624-2224.

PENNSYLVANIA

APRIL 28-30, MONROEVILLE

2000 PITTSBURGH COMICON, Pittsburgh Expomart. \$12/day; \$30/3 day pass. Friday 2-8 p.m., Sat. 10 a.m.-6 p.m., Sun. 10 a.m.-5 p.m. Activities include CBLDF Defender of Liberty Award Ceremony, casino night, charity auctions, CBLDF Mardi Gras party, costume contest, 24-hr horror films 24 hr anime room, "Rocky Horror Picture Show" fest, gaming tournaments—*Magic*, *Star Wars*, *Pokémon*, *Star Trek*, *Babylon 5*, *Overpower*, *Middle-earth* and more—guests include: George Perez, Dick Ayers, Michael Turner, Mark Waid, Apollo Smile, Matt Hawkins, Peter Woodward, Alley Boggett, Joe Jusko, Ed Beard Jr., Martin Nadell, Jerry Vanderstelt, Brian Rood, Shelley Moldoff, Billy Tucci, Matt Busch, Wizard Press, Top Cow, Decipher, Diamond Comics, Wizards of the Coast and many more. For more information, check out our website at www.pittsburghcomicon.com, e-mail us at pcmicon@nb.net, mail us at Pittsburgh Comicon, 1002 Graham Ave, Windber PA 15963 or call (814) 467-4116.

SOUTH CAROLINA

JANUARY '00 & FEBRUARY '00, MYRTLE BEACH

THE DUELING GROUND, 4981 Hwy 707 Myrtle Beach, SC 29575. SC's Premiere Gaming Arena! *Magic* DGI sanctioned *Magic* tourney every Tuesday and Friday night @ 7:30 p.m.; type and prizes vary. On Saturdays, the tournaments vary between *LSR*, *Star Wars*, *Young Jedi CCG*, *Deadlands* and *Magic*. *Pokémon* in stock! *Pokémon* tourney every Sunday @ 1 p.m. We have 1,000 sq. ft. of FREE dedicated gaming space. Come see why Myrtle Beach is the hottest destination on the East Coast. Visit www.duelingground.com for a complete schedule or call (843) 293-1406.

VIRGINIA

FEBRUARY 6, MCLEAN/VIENNA (WASH. D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY AND CCG SHOW. NEW LOCATION: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd, McLean, VA. Directions: Take exit 11 South (Route 123) off I-495, 1/4 mile, hotel is on right. For further directions, call (703) 893-2100. 80 vendor tables: 1st table @ \$85, 2nd table @ \$80, 3rd-4 @ \$75. \$2 admission; children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: Gold, Silver & new comics, independents, anime, CCG, toys, *POKEMON*, *Star Wars*, *Buffy*, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Roosen @ (703) 912-1993 or check out <http://members.aol.com/comicshow> or e-mail comicshow@aol.com.

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MAGIC NEMESIS PREVIEW

INQUEST

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#59

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POKÉMON
ISLAND

ON SALE IN FEBRUARY

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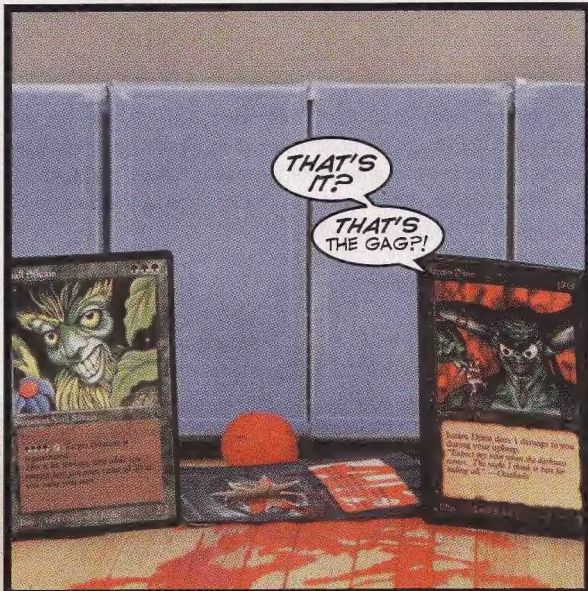
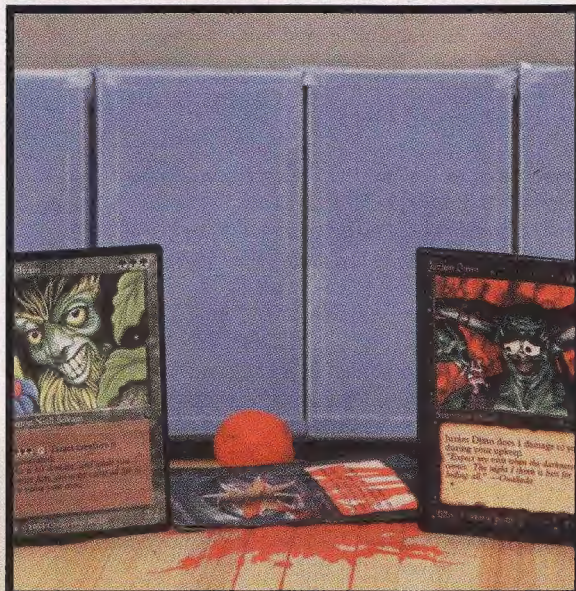
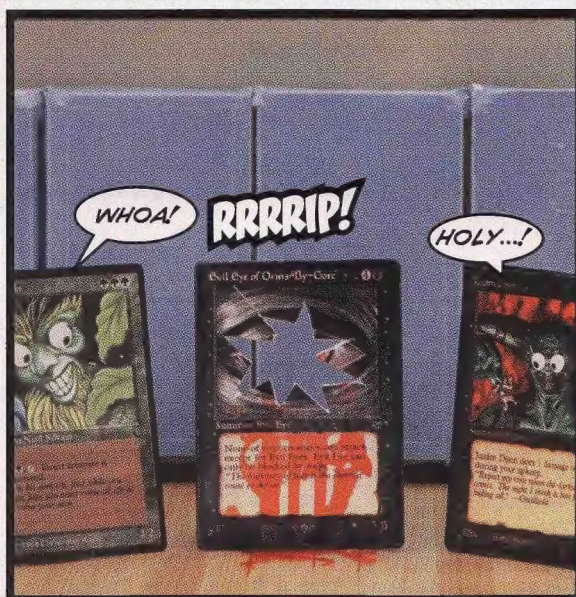
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IQ THEATER PRESENTS

Dodge Brawl

THE MAGIC CARDS GATHER FOR A FRIENDLY GAME OF DODGE BALL...





SwanSONG

Girl Trouble

There's something missing from gaming. Sure, we've got fame, fortune (at least on paper), the satisfaction of crushing our enemies and seeing them driven before us, but what about babes? Why aren't chicks flocking to us like they do to winners of log-chuckin' contests?

So in the name of science we walked right up to the prettiest girls we could find and asked them what we can do to pick 'em up.

Ahhhhhaaa, haaa, haaa, ha. Win the lottery maybe [more laughter].

—Jenny B.

Salesperson, Bra Palace

Holy smokes, where do I start? Well, what works for one woman won't work for others, so don't think there's just one thing. Like for me, I love it when guys make me laugh. Making me laugh at you doesn't count. I don't want to think you're so weird or gross that I have to laugh out of terror.

—Samantha Kobrick

Barnes & Noble Bookseller

I'm *not* impressed by D&D T-Shirts. Especially with drool stains on them (I hope those are drool stains). Second, do not open a

conversation with "So, do you like role-playing games?" No, I probably don't. Lastly, being passionate about the games is great but it won't get *us* passionate. Also, don't introduce yourself as Elric, the great troll of the west winds, when you're wearing a fake beard and a bag of dice is hanging off of your belt. You're going to be alone for awhile, Elric.

—Jann Manorino

DC Comics Direct Sales Manager

You poor bastards, I don't know if anyone can be of help here. I personally wouldn't be caught dead with people like you, but I'll try to help. Be calm and relaxed when you approach a girl you want to talk to.

—Liz Almond

CorporateVisions Sr. Account Manager

Don't try to be "cooler" than you really are. Being cool is being yourself. If a girl doesn't think being a gamer is cool, then she won't care about you. That means there's like two girls that might be interested in you, so find them before anyone else does.

—Robin Goldstein

Cosmair, Inc. Marketing Assistant

I say, just go and talk to more women. There are a lot of women out there who are able to see that there's more to you than your potentially life-consuming hobby. I don't mean me, but like, others. And maybe if there aren't any women out there for you, you might be interested in one of those "alternative" lifestyles.

—Anastasia Gentilcore

Gallery Systems, Inc. Senior Associate

Look, I've been near gamers. By accident really. What you need to understand is personal hygiene is important.

—Amy Barisukov

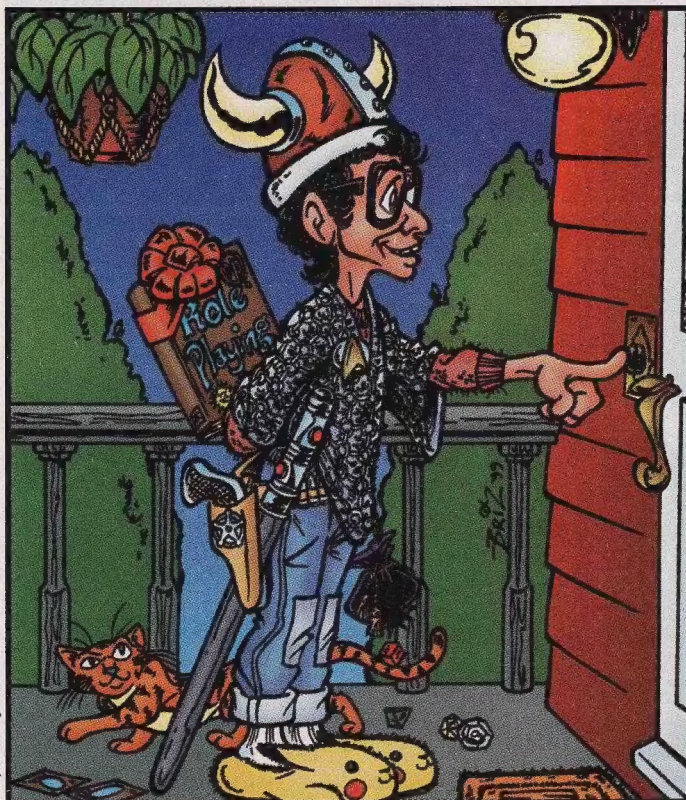
Advertising Media Planner, MediaVest

Get some more sun, it does wonders for the complexion. Maybe try to play *Magic* outside!

—Karen Quilintang

Imagine Media Advertising Director

The IQ Gamer staff learned one thing from this: The sugar and spice theory is a bunch of crap.



Art by Brian Douglas Allen

GIRLS JUST WANNA MAKE FUN That's all we learned from this month's science field trip.